THE **NO.1** TIPS AND CHEATS MAGAZINE FOR **PLAYSTATION® 2**

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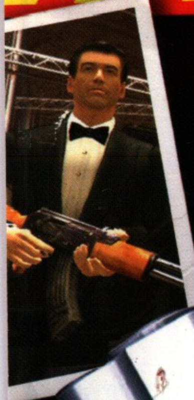

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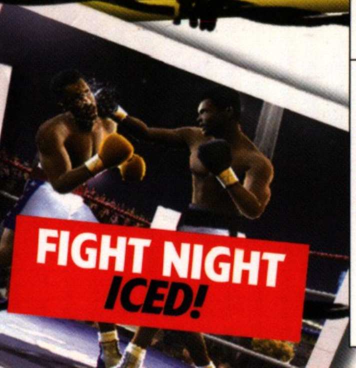

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- Finding Nemo
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- F-Zero: Maximum Velocity
- Golden Sun
- Golden Sun 2
- Harry Potter & Phil.'s Stone
- James Bond 007: Nightfire
- Jimmy Neutron: Boy Genius
- Mario & Luigi: S'star Saga
- Mega Man Battle Chip Ch.
- Metroid: Zero Mission
- **Pokemon Ruby**
- **Pokemon Sapphire**
- Shining Soul 2
- Sims: Bustin' Out
- Sonic Advance
- Sonic Advance 2
- Sonic Battle
- Splinter Cell
- Spyro: Season of Flame
- Spyro: Season of Ice
- Super Mario Advance 4
- The Fellowship of the Ring
- The Sims: Bustin Out
- Tony Hawk's Underground
- WWE Road to Wr'mania X8
- Yu-Gi-Oh!: Sacred Cards
- Yu-Gi-Oh!: World C.T.2004
- Yu-Gi-Oh!: World Wide Ed.
- Zelda: A Link to the Past

Plus Many More...

GAMEBOY COLOR

- Blade
- Crystal Pokemon
- Dragon Warrior Monsters 2
- Dragonball Z Leg.S.Warriors
- Harry Potter & Phil.'s Stone
- Legend of Zelda: Seasons
- Mario Land 2
- Monsters Inc
- Planet of the Apes
- Pokemon Blue
- Pokemon Crystal
- Pokemon Gold
- Pokemon Red
- Pokemon Silver
- **Pokemon Yellow**
- Silver Pokemon
- Super Mario Bros DX
- The Simpsons: Treehouse H.
- Yellow Pokemon
- Yu-Gi-Oh!: Dark Duel Story
- Zelda: Oracle of Ages
- Zelda: Oracle of Seasons

Plus Many More...

NINTENDO64

- Army Men: Sarge's Heroes2
- Banjo Kazooie
- Goldeneye
- Mario 64
- Star Fox: Lylat Wars
- Super Mario
- Super Smash Brothers
- Zelda: Majora's Mask
- **Zelda: Ocarina of Time**

Plus Many More...

DREAMCAST

- Hardcore Revolution
- Metropolis Street Racer
- Ready 2 Rumble: Round 2
- Resident Evil 3: Nemesis
- Sonic Adventure
- Sonic Adventure 2
- **Tomb Raider 4: Last Rev.**
- Tomb Raider 5: Chronicles
- Tony Hawk's Pro Skater 2

Plus Many More...

PC

- Age of Empires
- Age of Empires 2
- Age of Empires 2: Conquer.
- Age of Empires: R. of Rome
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- Armed and Dangerous
- Atlantis 3: New World
- Beach Life
- **Black and White 2***
- Black Hawk Down
- Broken Sword
- Broken Sword 2
- Broken Sword 3: S. Dragon
- Champ. Manager '01/'02
- Champ. Manager '03/'04
- Championship Manager 3
- Civilization 3
- Com. & Conq.: Generals
- Com. & Conq.: Red Alert
- Com. & Conq.: Red Alert 2
- Com. & Conq.: Tiberian Sun
- Commandos 2
- Commandos 3
- Commandos B. Enemy Lines
- CSI: Crime Sc. Investigation
- Delta Force: B. Hawk Down
- Diablo 2
- Discworld Noir
- **Doom III***
- Empire Earth
- Everquest II*
- Fire Warrior
- Grand Theft Auto 3
- Grand Theft Auto: Vice City
- Great Escape
- Half Life
- Half Life 2*
- Halo
- Harry Potter & Ch.of Secrets
- Heroes of M.& M.3: A.Blade
- Hulk
- I.G.I., Project
- Italian Job
- Mace Griffin: Bounty Hunter
- Mafia
- Mall Tycoon
- Max Payne
- Medal of Honor: All. Assault
- Medieval: Total War
- Need for Speed Undergr'nd
- Nightfire
- Rise of Nations
- Rollercoaster Tycoon
- Rollercoaster Tycoon 2
- Settlers
- Sim City 3000
- **Sim City 4**
- Sims
- Sims Hot Date
- Sims: Deluxe
- Sims: Superstar
- Sims: Unleashed
- Soldier of Fortune 2
- Splinter Cell
- Splinter Cell 2: P.Tomorrow
- Star Wars: Jedi Academy
- Star Wars: Jedi Knight 2
- **Stronghold**
- Stronghold: Crusader
- Sudden Strike 2
- Swat 3
- Test Drive 4
- Test Drive 5
- Test Drive 6
- The Sims: Makin' Magic
- Theme Hospital
- Tomb Raider 2
- Tomb Raider 3
- Tomb Raider 4: Last Revel.
- Tomb Raider: Angel of Dark.
- Tony Hawk's Pro Skater 3
- Total Club Manager 2003
- Total Club Manager 2004
- Tron 2.0
- Unreal 2: The Awakening
- Unreal Tournament
- Vietcong
- Viper Racing
- X2: The Threat
- XIII (Thirteen)

Plus Many more...

PS ONE

- Abe's Oddysee
- Alien Resurrection
- Alone in the Dark 4
- Alundra 2
- Army Men 3D
- Atlantis
- Beyblade
- Blade
- Breath of Fire 4
- Broken Sword
- Broken Sword 2
- Chase the Express
- Com. & Conq.: Red Alert
- Command & Conquer
- Crash Bash
- Crash Team Racing
- Destruction Derby 2
- Die Hard Trilogy
- Digimon Digital Card Battle
- Digimon World
- Digimon World 2
- Digimon World 3
- Dino Crisis
- Dino Crisis 2
- Disc World 2
- Disney's Treasure Planet
- Dracula Resurrection
- Dracula The Last Sanctuary
- Dragonball Z: Final Bout
- Driver
- **Driver 2**
- Duke Nukem: Time to Kill
- FA Premier League Man.'00
- Fear Effect
- Fear Effect: Retro Helix
- FIFA '99
- Final Fantasy 6
- Final Fantasy 7
- Final Fantasy 8
- Final Fantasy 9
- **Final Fantasy Origins**
- Gran Turismo
- Gran Turismo 2
- Harry Potter & Ch.of Secrets
- Harry Potter & Phil.'s Stone
- Hogs of War
- In Cold Blood
- Italian Job
- James Bond: T. Never Dies
- James Bond: T.W.I.N.E.
- Legacy of Kain: Soul Reaver
- LMA Manager 2002
- Martian Gothic
- Men in Black
- Metal Gear Solid
- Mortal Kombat Trilogy
- Parasite Eve 2
- Rainbow 6
- Rayman
- Resident Evil
- Resident Evil 2
- Resident Evil 3: Nemesis
- Scooby Doo: Cyber Chase
- Silent Hill
- Smackdown 2
- Spec Ops: Covert Assault
- Spec Ops: Stealth Patrol
- Spiderman
- Spiderman 2
- Spyro 3: Year of the Dragon
- Star Trek: Invasion
- Star Wars: Phantom Menace
- Syphon Filter 3
- Tekken 2
- Tekken 3
- Test Drive 4
- Test Drive 5
- Test Drive 6
- Test Drive: Off Road 2
- The Italian Job
- Tomb Raider
- Tomb Raider 2
- Tomb Raider 3
- Tomb Raider 4
- **Tomb Raider 5**
- Tomorrow Never Dies
- Tony Hawk's Pro Skater 2
- Tony Hawk's Pro Skater 4
- Urban Chaos
- WCW/nWo Thunder
- **Yu-Gi-Oh! Forbidden M.**

Plus Many More...

GAMECUBE

- Agent Under Fire
- American Pro Trucker
- Blood Omen 2
- BloodRayne
- Buffy 2: Chaos Bleeds
- Code Veronica X
- Conflict: Desert Storm 2
- Crash Nitro Kart
- Dark Legacy
- Dave Mirra Freestyle BMX 2
- Dead to Rights
- Die Hard: Vendetta
- Enter the Matrix
- Eternal Darkness
- FIFA 2004
- Final Fantasy C. Chronicles
- Freedom Fighters
- Godzilla: Destroy all Monst.
- Gotcha Force
- Harry Potter & Ch.of Secrets
- Harvest Moon 2: Wond. Life
- James Bond 007: Nightfire
- James Bond: E. or Nothing
- Kirby's Air Ride
- Leg. of Kain: Blood Omen 2
- Leg. of Zelda: Master Quest
- Leg. of Zelda: Wind Waker
- Lord of the Rings: F. of Ring
- Lord of the Rings: T. Towers
- Lost Kingdoms II: Rune
- Luigi's Mansion
- Madden NFL 2002
- Mario Kart: Double Dash
- Mario Sunshine
- Matrix, Enter the
- Medal of Honor Frontline
- Medal of Honor: R. Sun
- Metal Gear Solid: T. Snakes
- Metroid Prime
- Mortal Kombat: Deadly All.
- Need for Speed Undergr'nd
- Pikmin
- Prince of Persia: S. of Time
- Rebel Strike, R. Squadron 3
- Red Faction 2
- Res. Evil: Code Veronica X
- **Resident Evil**
- Resident Evil 2
- Resident Evil 3: Nemesis
- **Resident Evil Zero**
- Rocky
- Rogue Leader
- Sands of Time, P. of Persia
- Scooby Doo: Night of 100 F.
- Scorpion King
- Simpsons: Hit & Run
- Sims: Bustin' Out
- Skies of Arcadia Legends
- Sonic Adventure 2 Battle
- Sonic Adventure DX
- Sonic Heroes
- Sonic Mega Collection
- Speed Kings
- Sphinx & Cursed Mummy
- Spiderman The Movie
- Splinter Cell
- Spy Hunter
- Star Wars: Jedi Knight 2
- **Star Wars: Rebel Strike**
- Star Wars: Rogue Leader
- **Starfox Adventures**
- Super Mario Sunshine
- Super Smash Bros Melee
- Tak and the Power of Juju
- The L. of Zelda: WindWaker
- The Sims: Bustin Out
- Tiger Woods Golf 2004
- Tony Hawk's Pro Skater 3
- Tony Hawk's Underground
- True Crime: Streets of LA
- Turok, Evolution
- Viewtiful Joe
- Wolverine's Revenge
- WWE Wrestlemania X8
- WWE Wrestlemania XIX
- X-Men 2: Wolverine's Rev.
- Zelda: Majora's Mask
- Zelda: Master Quest
- Zelda: Ocarina of Time
- Zelda: The Wind Waker
- 007 Nightfire

Plus Many More...

X-BOX

A = 01

- Agent Under Fire
- Alias*
- Aliens vs Predator:Extinction
- Amped 2
- Amped Snowboarding
- Armed and Dangerous
- Arx Fatalis
- Azurik: Rise of Perthia

B = 02

- Backyard Wrestling
- Bad Boys 2
- Baldur's Gate: D. Alliance 2
- Baldur's Gate: Dark Alliance
- Battle Engine Aquila
- Battlegrounds, M.Gathering
- Beyond Good and Evil
- Blackstone: Magic & Steel
- Blade 2
- Blinx: The Time Sweeper
- Blood Omen 2
- Blood Wake
- BloodRayne
- BMX XXX
- **Broken Sword: S. Dragon**
- Bruce Lee: Quest Dragon
- Brute Force
- Buffy 2: Chaos Bleeds
- Buffy The Vampire Slayer
- Burnout
- Burnout 2 Point of Impact

C = 03

- Castle Wolfenstein, Ret. to
- Cat in the Hat
- Champ. Manager '01/'02
- Championship Manager '02
- Chaos Bleeds
- Club Football
- Colin McRae Rally 4
- Commandos 2
- Conflict: Desert Storm 1 & 2
- Counterstrike
- Crash B'coot: Wr. of Cortex
- Crimson Sea
- Crimson Skies
- Crouching Tiger, H. Dragon

D = 04

- Dark Angel, J. Cameron's
- Dark Legacy
- Dave Mirra Freestyle BMX 2
- Dead or Alive 3
- Dead or Alive Volleyball
- Dead to Rights
- Defender
- Desert Storm
- Desert Storm 2
- Deus Ex: Invisible War
- Die Hard: Vendetta
- Dino Crisis 3
- Dr. Muto
- Dungeon & Dragons:Heroes
- Dynasty Warriors 4

E = 05

- Elder Scrolls: Morrowind
- Enclave
- Enter the Matrix
- Everything or Nothing: 007
- Evil Dead: Fist. of Boomstick
- Extreme Destruction

F = 06

- Fellowship of the Ring
- FIFA 2003
- FIFA 2004
- Freaky Flyers
- Freedom Fighters
- Freestyle Metal X
- Futurama

G = 07

- Ghost Recon
- Ghost Recon:Island Thunder
- Gladiator: S. of Vengeance
- Gladius
- Glitch in the System
- Gotham Racing
- Gotham Racing 2
- Grabbed by the Ghoulies
- Grand Theft Auto 3
- **Grand Theft Auto: V. City**
- Great Escape
- Gun Metal

H = 08

- **Halo**
- Harry Potter & Ch.of Secrets
- Haunted Mansion
- Hit & Run, The Simpsons
- Hitman 2: Silent Assassin
- Hoodlum Havoc
- House of the Dead 3
- Hulk
- Hunter: Redeemer
- Hunter: The Reckoning

I = 09

- Indiana Jones: Emp.'s Tomb
- Indycar Series
- Invisible War, Deus Ex
- Italian Job: L.A. Heist

J = 10

- James Bond 007: Nightfire
- James Bond: E. or Nothing
- Jedi Knight 2: Jedi Outcast
- Jedi Knight: Jedi Academy
- Jet Set Radio Future
- Judge Dredd:Dredd v Death
- Jurassic Park: Op. Genesis

K = 11

- Kill.switch
- Knights of the Old Republic
- Kung Fu Chaos

L = 12

- L.A. Heist, The Italian Job
- Leg. of Kain: Blood Omen 2
- Legacy of Kain: Defiance
- Legend of Black Kat
- Legends of Wrestling
- Links 2004
- LMA Manager 2003
- **LMA Manager 2004**
- Lord of the Rings: F. of Ring
- Lord of the Rings: R.of King
- Lost Expedition, Pitfall

M = 13

- Mace Griffin: Bounty Hunter
- Mafia
- Magic & Steel
- Magic Gathering Battlegr'nd
- Man of Steel, Superman
- Marvel vs Capcom 2
- Max Payne
- Max Payne 2
- MechAssault
- Medal of Honor Frontline
- Medal of Honor: R. Sun
- Mercedes Benz Racing
- Metal Arms:Glitch in System
- Metal Gear Solid 2: Subst.
- Midnight Club 2
- Minority Report
- Mission Impossible:O.Surma
- Mortal Kombat: Deadly All.
- Moto GP
- Moto GP2: U.R.T.
- MTX Mototrax
- Munch's Oddysee
- MX Unleashed

N = 14

- NBA Live 2004
- NBA Street Volume 2
- Need for Speed Undergr'nd
- NFL Fever 2003
- Night Caster
- Nightfire
- Ninja Gaiden

O = 15

- OO7: Everything or Nothing
- Operation Flashpoint*

P = 16

- Pandora Tomorrow
- PGA Tour 2004
- Pirates of the Caribbean
- Pitfall: The Lost Expedition
- Prince of Persia: S. of Time
- Prisoner of War
- Project Gotham Racing
- Project Gotham Racing 2
- Project Zero

Q = 17

- Quantum Redshift

R = 18

- Racing Evoluzione
- Rainbow Six 3
- Rallisport Challenge
- Raw 2, WWE
- Rayman 3
- Red Faction 2
- Reign Of Fire
- Return to Castle Wolfenstein
- Roadkill
- Robot Wars: Extr.Destruction
- Rocky
- Rogue Ops
- Rollercoaster Tycoon

S = 19

- Secret W. Over Normandy
- Sega GT 2002
- Serious Sam
- Silent Hill 2: Inner Fears
- Simpsons: Hit & Run
- Simpsons: Road Rage
- Sims
- Sims: Bustin' Out
- Soldier of Fortune 2
- Sonic Heroes
- Soul Calibur 2
- Spawn: Armageddon
- Sphinx & Cursed Mummy
- Spiderman The Movie
- **Splinter Cell**
- **Splinter Cell 2 Pandora T.**
- Spy Hunter
- SSX 3
- SSX Tricky
- Star Wars: Clone Wars
- Star Wars: Jedi Academy
- Star Wars: Jedi Knight 2
- Star Wars: Knights Old Rep.
- Starsky & Hutch
- SWAT: Global Strike Team

T = 20

- Tenchu: Ret. from Darkness
- Terminator 3 R.of Machines
- Terminator: Dawn of Fate
- The Fellowship of the Ring
- The Great Escape
- The Hobbit
- The Hulk
- The Italian Job: L.A. Heist
- The Matrix
- The Sims
- The Sims: Bustin Out
- The Thing
- Thirteen
- Tiger Woods Golf 2004
- Time Splitters 2
- TOCA Race Driver
- ToeJam & Earl 3
- Tom Clancy's Ghost Recon
- Tom Clancy's Island Thunder
- Tom Clancy's Rainbow Six 3
- Tom Clancy's Splinter Cell
- Tom Clancy's: P. Tomorrow
- Tony Hawk's Pro Skater 3
- Tony Hawk's Pro Skater 4
- Tony Hawk's Underground
- Top Spin
- Total Club Manager 2004
- True Crime: Streets of LA
- Turok, Evolution
- Ty the Tasmanian Tiger

U = 21

- Ultimate Racing Technology
- Underground, N. for Speed
- Underground, Tony Hawk's
- Unleash the Horde
- Unreal 2: The Awakening
- Unreal: Championship Ed.
- Urban Freestyle Soccer

V = 22

- Vexx
- Vice City, Grand Theft Auto
- Voodoo Vince

W = 23

- Whacked!
- Wolfenstein,Return to Castle
- World Champ. Snooker '03
- Worms 3D
- Wrath Unleashed
- WWE Raw 2: Ruthless Aggr.

X = 24

- XIII (Thirteen)
- X-Men 2: Wolverine's Rev.

Y = 25

- Yager

0-9 = 27

- 007 Everything or Nothing
- 007 Nightfire

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Ace Combat: Distant Thund.
Activision Anthology
Aero Elite: Comb. Academy
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Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson P.Manager'02
Alex Ferguson's P. Manager
Alias*
Aliens vs Predator:Extinction
All Star Baseball 2002
All-Star Pro. Wrestling 2
Alone in the Dark 4
Alter Echo
American Pro Trucker
Amplitude
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Atlantis 3: New World
ATV Off-Road Fury 2
Auto Modellista
B = 02
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
Bionicle
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims
C = 03
Castlevania: L.of Innocence
Cat in the Hat
Celebrity Deathmatch
Champions of Norrath
Chaos Bleeds
Chaos Legion
Circus Maximus
Clock Tower 3
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
D = 04
Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Disaster Report
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Downhill Domination
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Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
Dredd vs Death
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4
E = 05
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Emotion Type-S, Driving
Emperor's Tomb
End Game
Enter the Matrix
Escape from Monkey Island
Evergrace
Everquest Online Adventure
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Extermination
Extreme G Racing Associat.
Extreme G3
Eye Toy: Groove
Eye Toy: Play
F = 06
F1 2002
Fallout:Brotherhood of Steel
Fatal Frame
Fellowship of the Ring
FIFA 2001
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter FD 18
Fisherman's Challenge
Forbidden Siren
Forever Kingdom
Formula 1 2001
Formula 1 2002
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle Metal X
Futurama
G = 07
G1 Jockey
Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
Gladius
Godai: Elemental Force
Gran Turismo 3
Gran Turismo 4: Pro. Ed.*
Gran Turismo Concept
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
Green Rogue
Guilty Gear X2
Gumball 3000
H = 08
Hack (Dot)
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption*
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts*
Hot Wheels: Velocity X
Hulk
Hunter: Reckoning Wayward
I = 09
In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
I-Ninja
Intellevision Lives!
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
J = 10
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jedi Star Fighter
Jekyll & Hyde
Jet Li's Rise to Honor
Jikkyou World Soccer 2000
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
Just Bring It
K = 11
Karaoke Revolution
Kelly Slater's Pro Surfer
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
Knockout Kings 2002
Kya: Dark Lineage
L = 12
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
M = 13
Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
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Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Minority Report
Mission Impossible:O.Surma
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
MTV Music Generator 2
MTV Sports Skateboarding
MTV's Celebrity Deathmatch
MTX Mototrax
Mummy Returns
Music 3000
MX 2002
MX Rider
MX Superfly
MX Unleashed
N = 14
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Street Volume 2
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL 2004
NFL 2K2
NFL Street
NHL 2003
NHL 2004
Nightfire
Nightshade
No One Lives Forever
O = 15
Off Road Wide Open
Oni
Onimusha Blade Warriors
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Nightfire
OO7: Everything or Nothing
Op. Genesis, Jurassic Park
Operation Winback
Operative, N.O.L.F.
P = 16
Pac-Man World 2
Penny Racers
Pitfall Harry
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Premier Manager 2002
Premier Manager 2003
Pride Fighting Champion.
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2
Q = 17
Quest for DragonBone Staff
Quidditch World Cup
R = 18
Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil Gun Survivor 2
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Rise of the Akkadian
Rise to Honor
Risk: Global Domination
Road Rage
Roadkill
Robot Wars
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTS, Army Men
RTX Red Rock
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure
S = 19
S'bob S'pants: Bikini Bottom
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Shadow Hearts
Shadow of Memories
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Speed Kings
Sphinx & Cursed Mummy
Spiderman The Movie
Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
T = 20
Tak and the Power of Juju
Tarzan Freeride
TD Overdrive
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Tennis 2K2
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Bouncer
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Legend of Black Kat
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Simpsons: Skateboard.
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
This is Football 2004
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Transworld Surf
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
U = 21
Urban Freestyle Soccer
V = 22
Vampire Apocalypse
Vampire Night
Velocity X, Hot Wheels
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3
W = 23
Wakeboarding Unleashed
Wangan Midnight
War of the Monsters
War on Terror
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Wetrix 2
Whiplash
Whirl Tour
White Out
Wild Arms 3
Winback
Winning Eleven 6
Winter Games: Snowboard.
Winter Sports 2002
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Cup 2002
World Racing, Merc. Benz
World Rally Champ.2 Extr.
World Rally Championship 3
World War2:Prisoner of War
Worms 3D
Worms Blast
Wrath of Cortex
Wrath of Heaven
Wrath Unleashed
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 3: J.B.I.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP
X = 24
X Games: Snowboarding
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Y = 25
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Roses
Z = 26
Zone of Enders: 2nd Runner
Zorro, Shadow of
0-9 = 27
007 Agent Under Fire
007 Everything or Nothin
007 Nightfire
102 Dalmatians
13 (XIII)
18 Wheeler
2002 FIFA World Cup
7 Blades
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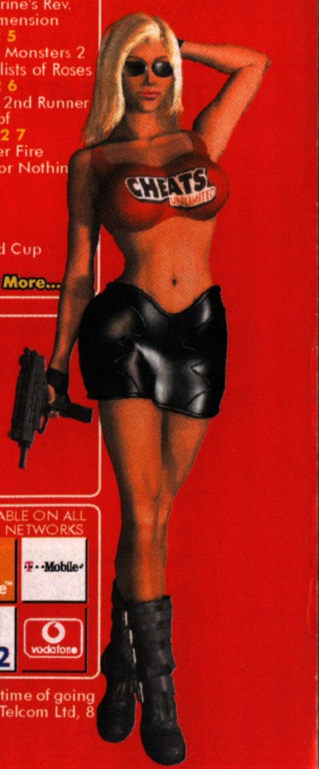
24hr Customer Service: (Freephone) 0800 081 6000



WELCOME TO CHEATZONE

CONTRACT NEGOTIATION

There's only one way to cover *Hitman Contracts*. And that's by mapping it stupid. Where you need to go, and what you'll find when you get there are two of the great mysteries of the *Hitman* games. Especially what you'll find when you get there. Nothing worse than following one of the exclamation marks only to find it's a useless suit.

So, with that in mind, we've taken the game's maps and turned them to your advantage. Every important pick-up, or mission target, are tagged up – plus we've also mapped the best routes in and the best routes out. You'll need 'em. The game is a lot more sensitive to suspicious-looking bald men than *Hitman 2* was.

ROBOTS AND GHOSTS

But, as always, that's not all we've got. As well as liberally popping Russians and rubbing out Chinese gang members, we've also been hard at work on *Transformers*, locating every minicon for you with another great mapping system, plus hairy-faced games loon Matt Cundy has been photographing ghosts non-stop for a month for an excellent *Project Zero II* guide. To round things off, Steve's got *Fight Night* and *Euro 2004* guides for you too. Generous indeed.

THE CHEATZONE TEAM

GET 6 ISSUES OF CHEATZONE FREE! TURN TO PAGE 78 FOR MORE!

THE NO.1 TIPS AND CHEATS MAGAZINE FOR PLAYSTATION 2
PLUS! PSONE CHEATS INSIDE!
CHEATZONE
TIPS ★ GUIDES ★ SOLUTIONS ★ CHEA
MORE... BOND
Hardest bits nailed in Everything Or Nothing!
LOOK! The best Hitman maps anywhere – inside!
AND Vice City mapped
6184 PSone cheats
10 pages of FFX-2
HITMAN CONTRACTS
EVERY LEVEL MAPPED. EVERY SECRET EXPOSED.
PLUS! FINISH THESE:
TRANSFORMERS WHACKED!
UEFA EURO 2004 CAPPED!
FIGHT NIGHT ICED!

PS2 and PSone cheats in our A to Z lists!

Hitman Contracts rubbed out!

Transformers, Euro 2004, Fight Night and more finished!

Watch out for those Hitman Contracts maps!

SO WHO ARE WE?

A bit like Gillette, these are the best that men can get. For three quid an hour, anyway...

MATT CUNDY
With new ear-length hair, Cundy looks as close to a regular human being as you can get without extensive plastic surgery and elocution lessons. Great personality.

TOM MAYO
Only late in for *half* the days this month, Mayo watched his life sucked up by even more *Final Fantasy X-2*, though did find time to try his hand at some clay pottery.

STEVE COCKLESHIRE
Not his real name, of course, although it's been ages since we actually called him by either of his real names. 'You there – the turdy one' usually suffices.

RICHARD HOOD
Likeable serial killer Hoody had to have words with the builders who were gradually dismantling his house this month. He buried them under the floor.

TIM WEAVER
After spending a weekend in Germany, Tim has implemented a super-efficient working strategy. The team works, he searches for holidays on the internet.

12,000 CODES

More cheats than any other mag!

OVER 12,000 CODES FOR PS2

CHEATZONE

A TO Z

007 NIGHTFIRE

BURNOUT 3 POINT OF IMPACT

082 A TO Z

Booyah! Twenty big pages of the handiest cheat codes you could ever wish to get your hands on. Deal yourself. In.

WRITE TO US CHEATZONE, 30 MONMOUTH ST, BATH, BA1 2BW **EMAIL US** CHEATZONE@FUTURENET.CO.UK

THE BIG GAMES THIS MONTH

MORE PAGES THAN ANY OTHER MAG ON THE HOTTEST NEW GAMES...

012 HITMAN CONTRACTS

The ultimate guide to one of the year's sweetest games. Nineteen pages. Twelve levels. All mapped.

032 FIGHT NIGHT '04

Steve takes you on a rollercoaster journey of emotion with this melon-headed boxing simulation.

036 TRANSFORMERS

They're back! We map all of the Minicon locations and lay down the pain on the bosses. You could call it daylight robot-ery. Cough.

042 PROJECT ZERO II

Cundy's been playing this all month and every level has added an extra line to his face. Is it the fear he's feeling? Or is it the crack cocaine? Why not deal yourself in and find out, eh?

056 UEFA EURO 2004

Steve once again goes on about how good he is at football while we secretly laugh behind his back. But not before we get him to churn out a player's guide to EA's footballing monster.

058 FINAL FANTASY X-2

Mayo continues his attempts to play no other game with a complete Garment Grids guide.

068 FORBIDDEN SIREN

The second part of our terror-bly good guide to this hardcore Jap horror adventure. You need us.

PULSE

The latest codes The hottest news The stuff you MUST know

LMA MANAGER 2004

FIGHT NIGHT 2004

RAINBOW SIX 3

ENTER THE MATRIX (PLATINUM)

STREET CHEAT!

The latest cheats for the hottest new games!

ALL-NEW CHEAT DISC CODES

XPLODER

100s of Xploder and Action Replay codes!

GRAND THEFT AUTO

The only place to get your GTA answers!

THE COMPLETE PSONE A TO Z

CHEATZONE

TEN pages of cheats for your PSone!

THE PULSE

The latest codes / The hottest news / The stuff you MUST know

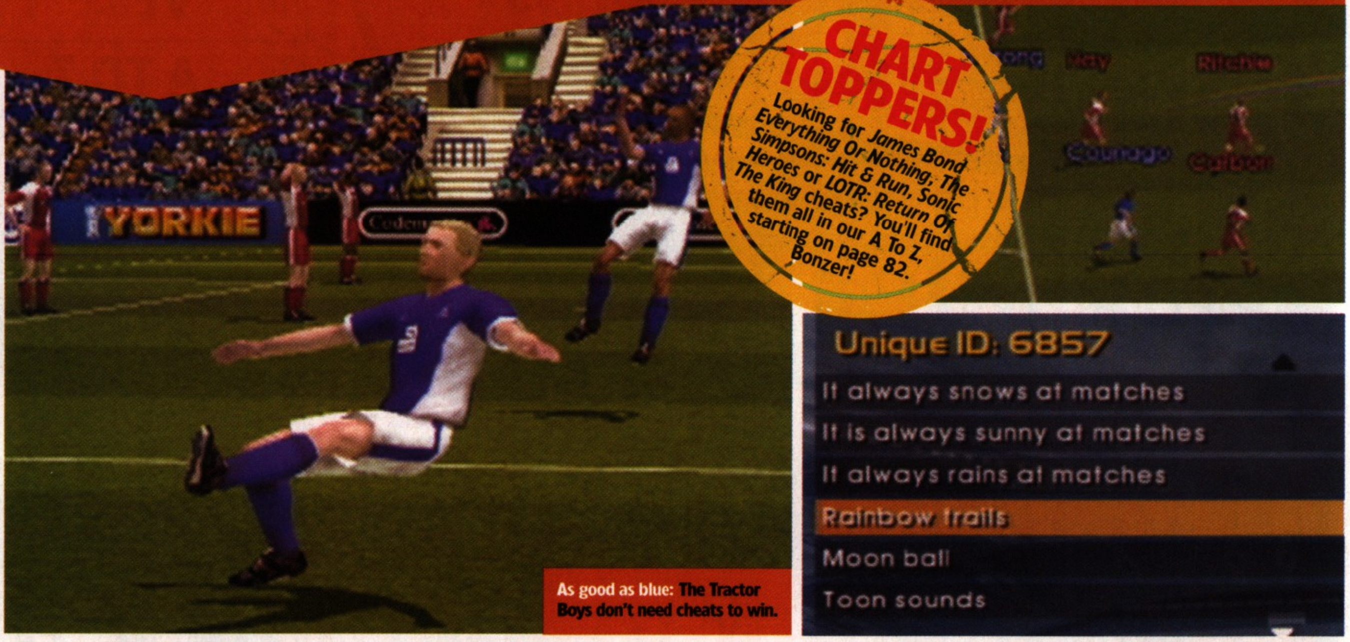


CHART TOPPERS! Looking for James Bond Everything Or Nothing, The Simpsons: Hit & Run, Sonic Heroes or LOTR: Return Of The King cheats? You'll find them all in our A To Z, starting on page 82. Bonzer!

As good as blue: The Tractor Boys don't need cheats to win.

Unique ID: 6857

It always snows at matches

It is always sunny at matches

It always rains at matches

Rainbow trails

Moon ball

Toon sounds

DIRTY TACKLE

LMA MANAGER 2004

It's not about performance. It's about points. And cheats.

When starting a new game, enter the following codes on the name entry screen. Access the 'Bonus Codes' option from the Options Menu to toggle the cheats on/off.

DEFYING TIME
Enter the code: LMA2004A. Your players, with the exception of youth players, won't age.

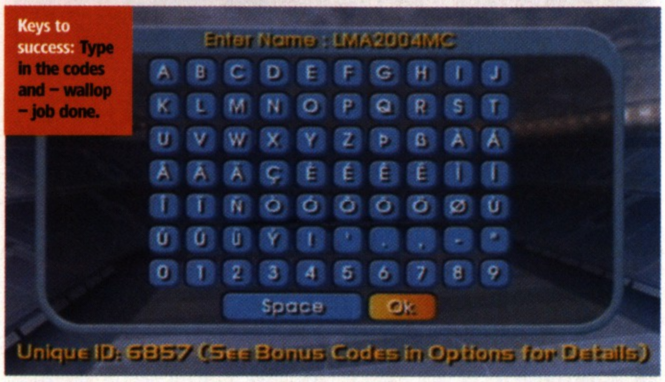
CHARIOTS OF FIRE
Enter the code: LMA2004B. Your players are much faster.

FULL TO THE BRIM
Enter the code: LMA2004MA. All matches will have a capacity crowd.

TOON SOUNDS
Enter the code: LMA2004MB. Matches are played with comedy sound effects.

RAINBOW TRAILS
Enter the code: LMA2004MC. A rainbow trails behind the match ball.

Division 1
Ipswich Town
V
Walsall
At
Portman Road



Enter Name : LMA2004MC

Unique ID: 6857 (See Bonus Codes in Options for Details)

Keys to success: Type in the codes and – wallop – job done.

MORE HOT TIPS HERE!

MX UNLEASHED

Give yourself a kick-start.

Select 'Cheat Codes' from the Options Menu and enter the following codes to activate the relevant cheat.

UNLOCK SUPERCROSS TRACKS
STUPERCROSS

UNLOCK NATIONAL TRACKS
ECONATION

UNLOCK FREESTYLE TRACKS
BUSTBIG

UNLOCK PRO PHYSICS
SWAPPIN

UNLOCK EXPERT AI
OBTGOFAST

UNLOCK MACHINES
MINIGAMES

UNLOCK 50CC BIKES
SQUIRRELDOG

UNLOCK 500CC BIKES
BIGDOGS

UNLOCK CAREER COMPLETION
CLAPPEDOUT

UNLOCK AI BOWLING
WRECKINGBALL

DID YOU KNOW? → THE LEAGUE MANAGERS ASSOCIATION SHARES ITS ACRONYM WITH THE LARYNGEAL MASK

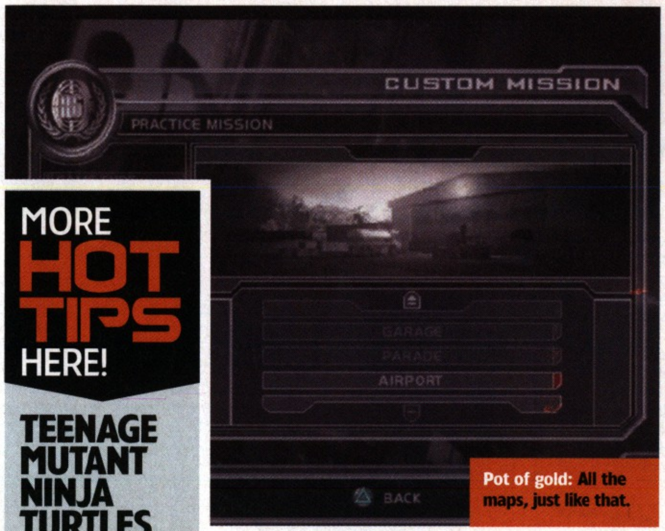
GLOVE BITE

FIGHT NIGHT 2004

Hitting below the belt.

SMALL FIGHTERS
At the main menu, highlight 'Play Now' and press ←, ←, ←, →, →, →. A sound confirms correct code entry.

UNLOCK BIG TIGGER
Select 'My Corner' from the Main Menu, choose 'Record Books' and scroll through to the 'Most Wins Boxer' table. Press ↑, ↑ at the 'Most Wins Boxer' screen. A message appears to confirm correct code entry. Big Tigger is now a selectable middleweight fighter.



Pot of gold: All the maps, just like that.

MORE HOT TIPS HERE!

TEENAGE MUTANT NINJA TURTLES

PASSWORDS
Unlock Splinter for Story Mode: MSRLS
Unlimited Fire Shurikens/All Food is Pizza (Michaelangelo): DRDSS
Unlimited Shurikens (Leonardo): SMRDM
Unlock Playmates Toy Data Base: LSDRM
Alternate Costume (Donatello): DDSMS
Alternate Costume (Raphael): DMDML
Alternate Costume (Leonardo): LDMSR
Alternate Costume

BASH!
THOK
BASH!

ZIPPY'S CREW

RAINBOW SIX 3

Look what's at the end of the rainbow...

UNLOCK CUSTOM MISSION MAPS
At the Main Menu, press L1, R2, L2, R1, ←, →, ⊡, ◎. Select 'Custom Mission' and all the maps should be unlocked.

10010101

ENTER THE MATRIX (PLATINUM)

The rabbit hole just got deeper.

NEW PLATINUM MINI-GAMES
Unlock the Sparks' Training Construct secret level (check *Enter The Matrix* in our A To Z at the back of the mag for details on how to do this) and select 'Load Game' from the Main Menu. Select the character that has the Training Construct unlocked and select Sparks' Training Construct at the 'Level Select' screen. When you enter the training construct, go through the first brown door on the left. Inside the room are two buttons on the wall. Press the button on the left to play a rooftop ring collecting mini-game or the button on the right to play a sniper mini-game.

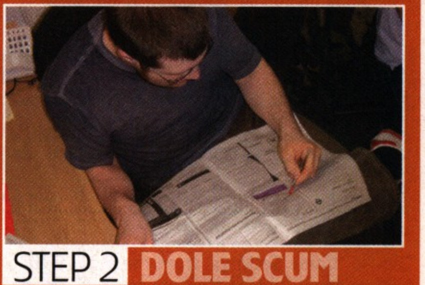
STREET CHEAT!

IN WHICH WE APPLY THE METHODOLOGY OF CHEATING TO EVERYDAY, REAL WORLD SITUATIONS. USING TOM.

06 CAREER MODE

STEP 1 **OVERWORKED**

It's all too much for Mayo. Having worked for 700 days without a break, the once indefatigable bear is completely fagged out. He decides that there must be an easier way to earn £2.75 an hour.



STEP 2 **DOLE SCUM**

Mayo scours the job papers for a new vocation. Apart from a vacancy for a geriatric ward proctologist, nothing piques his interest. At a loss, Mayo decides to try a 'Career Mode' cheat.

STEP 3 **BUMMER**

What rotten luck! Instead of a new 'career' – Mayo's ended up in 'Korea'! And right in the middle of a violent tear gas-drenched riot. Pain.

NEXT MONTH...

MAYO GETS HIS BABY BEAR HORRIBLY MANGLED AND MINCED. AGAIN.

AIRWAY. DESIGNED FOR PAEDIATRIC PATIENTS. THE AIRWAY VENTS GASTRIC FLUIDS AND GASSES.

THE C-FILES

We unearth real life cheats and tell the world how they conned the, er, world.

SUBJECT: LEFT-HANDED WHOPPER

On April 1, 1998, Burger King announced a new left-handed Whopper that would be sold in all of its American outlets. This version of the famous flame broiled bovine patty in a bun was specifically designed to cater for the estimated 1.4 million left-handed customers that visited Burger King 'restaurants' across America every single day. The cow killing company claimed that all condiments were rotated 180 degrees to redistribute the weight of the sandwich, reducing the amount of lettuce and other toppings from spilling out the right side of the burger.

Despite being one of the most glaringly obvious April Fools Day pranks of all time, according to company officials 'thousands' of customers actually requested the new left-handed Whopper. Some half-wits even asked for a right-handed version. Duh.

VERDICT:

In a subsequent press release, Burger King's senior vice president for Marketing admitted that the left-handed Whopper was just a hoax: "Every one knows it takes two hands to handle a Whopper, not one!' Everyone except the thousands of your retarded, meat-gobbling customers that tried ordering one that is.

LITTLE GREEN MEN

X-FILES: RESIST OR SERVE

These are cheats. Or are they...?

Choose 'Game Settings' from the Options Menu, select 'Cheats' and enter any of the following codes.

UNLIMITED AMMUNITION

L1, L2, ⊗, R2, R1

GRENADE BULLETS

⊗, ◎, ⊡, L2, R2

PLAYER INVINCIBLE

↑, ⊡, ◎, ⊗, ↓

ONE SHOT KILLS

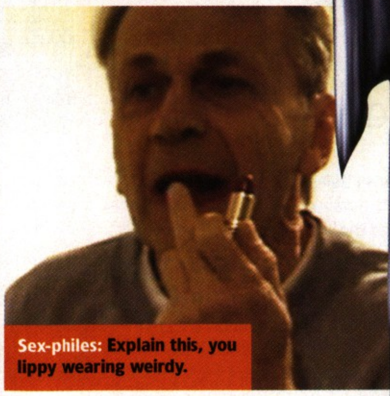
◎, L2, ↓, R1, ⊗

UNLOCK ALL ACTS

R2, →, L2, ↑, ⊡

UNLOCK ALL BONUS FEATURES

←, R1, L1, ↓, ◎



Sex-philes: Explain this, you lippy wearing weirdy.

MORE HOT TIPS HERE!

(Michaelangelo): RRLMD
Attack Power Up (Donatello): DRLDS
Attack Power Up (Raphael): RDSRL
Attack Power Up (Leonardo): LMLSD
Defense Doubles (Donatello): SSSMR
Defense Doubles (Leonardo): MRLLM
Defense Doubles (Michaelangelo): MRRML
Defense Doubles (Raphael): LRMDS
Defense Power Up (Michaelangelo): MSRMM
Power Up Effects Double (Donatello): DMDRS
Power Up Effects Double (Raphael): SLDSM
Power Up Effects Double (Michaelangelo): MMSLR
Power Up Effects Double (Leonardo): LSLSR
Change Sound Effects: SMMRS

Spirit List
Select
Back
ChangePage
Completion Rate
71%
High Score
1943 pts.
Study
Wanderer
Seeker
Sickle Bearer
Pole Bearer
Sunken Woman
Veiled Priest
Man in Dark
Woman in Dark
Unrest in Piece

Miyako Sudo.
Followed missing lover to village, but was killed by lover's ghost.

Ghoulie prize: Finish the game to unlock some stuff.

ONLY GHOULS AND FORCES

PROJECT ZERO II: CRIMSON BUTTERFLY

Loosen your bowels and unlock this lot...

UNLOCKS	HOW
Spirit List	Complete on Easy/Normal
Mission Mode	Complete on Easy/Normal
New Gallery Features	Complete on Easy/Normal
Track Lens	Complete on Easy/Normal
Sense Function	Complete on Easy/Normal
Zoom Function	Complete on Easy/Normal
Costumes A and B	Complete on Easy/Normal
Mio Accessory	Complete on Easy/Normal
Hard Mode	Complete on Normal
Costumes C and D	Complete on Hard
New Gallery Features	Complete on Hard
Stop Lens	Complete on Hard
Crush Lens	Complete on Hard
Nightmare Mode	Complete on Hard
Costume H	Complete on Nightmare
Costume G	Complete Mission Mode
Mayu Accessory	Complete Mission Mode
Costumes E and F	Complete all Mission Mode missions with 'S' rank
New Gallery Feature	Complete Spirit List
Serial Lens	Complete Spirit List

DID YOU KNOW? → BUTTERFLIES CAN'T FLY IF THEIR BODY TEMPERATURE IS LOWER THAN 86 DEGREES.

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CHA CHA SLIDE - dj casper	113506
HEY MAMA - the black eyed peas #	113460
TOXIC - britney spears	113435
TAKE ME TO THE CLOUDS ABOVE - lmc vs u2	113456
SHUT UP - the black eyed peas	113123
SOMEBODY TO LOVE - boogie pimps	113359
IF I CANT - 50 cent	112601
THE WAY YOU MOVE - outkast #	113173
SHE WANTS TO MOVE - n.e.r.d	113539
NAUGHTY GIRL - beyonce knowles ft lil kim	113292
BREATHE EASY - blue	113599
LOVE IS ONLY A FEELING - the darkness	113516
IN THE MIDDLE - sugababes	113604
YOUR GAME - will young	113444
LYNX AD - FEELING THE LOVE - reactor	113695
SOMEONE LIKE ME - atomic kitten	113639
NO MATTER WHAT YOU DO - benny benassi	113575
LYING FROM YOU - linkin park	113728
YOU FREAK ME OUT - girls aloud	113520
DON'T TELL ME - avril lavigne	113682
5 COLOURS IN HER HAIR - mcfly	113743
PUT EM HIGH - stonebridge	113747
MY BAND - d12	113795
BURN - usher	113800
WE WANNA THANK YOU - big brovaz	113801
DIP IT LOW - christina milian	113802
WANNA GET TO KNOW YOU - g-unit	113803
TRICK ME - kelis	113804
LAST TO KNOW - pink	113807
MYSTERIOUS GIRL - peter andre #	113591

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260290
Cyborgs
260288
Super Yum Yum
260276
Poker
260204
Patience
260210
Steve Davis Snooker
Steve Davis Snooker 260297
Goodie
260200
Red Dwarf Simulants' Revenge
RED DWARF 260285
260268
Lotus Challenge City Racing
Lotus Challenge 260260
Rocket Girl vs the Robots
260298
Fruit Machine
260105
Hovercraft Racers
260296
Hugo
260281
Bounce
260251

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monophonics: *Nokia, Samsung, Motorola, Siemens, Sagem & Sendo*

true tones: *Nokia, Sony Ericsson, Sagem, Panasonic*

All tones are available as Monophonic OR Polyphonic. Now look for the # symbol for available True tones. True tones sound just like the real thing! Yes real music with real singing (not original artists)

Hip hop

HEY YA - outkast	113176
MILKSHAKE - kelis #	112885
P.I.M.P - 50 cent #	112599
21 QUESTIONS - 50 cent ft nate dogg #	112582
FORGET ABOUT DRE - dr dre	111138
THROUGH DA WIRE - kanye west	113622
POPPIN THEM THANGS - g-unit	113564
X GONNA GIVE IT TO YA - dmx	112617
STUNT 101 - g-unit	113252
8 MILE - eminem #	112376
I KNOW WHAT U WANT U- b. rhymes ft. #	112561

Reggae

TURN ME ON - kevin lyttle #	113100
I'M STILL IN LOVE..- sean paul ft sasha #	113410
DUDE - beenie man feat ms thing	113702
NO WOMAN NO CRY - bob marley #	111331
GET BUSY - sean paul #	112634
LIKE GLUE - sean paul #	112785
PON DI RIVER - elephant man	113345
MUST BE LOVE - f.y.a	113528
SIGNAL THE PLANE - elephant man	113606

R&B

F*** IT (I DON'T WANT YOU BACK) - eamon	113519
WHERE IS THE LOVE - the blk eyed peas #	112890
ALL OUT OF LOVE - jagged edge	113816
YEAH - usher feat ludacris & lil jon	113546
THANK YOU - jamelia	113455
BREATHE - blu cantrell feat. sean paul #	112521
ALL I HAVE - jennifer lopez feat ll cool j #	112359
BABY BOY - b. knowles ft sean paul #	112933
IGNITION - r kelly #	112588
FRONTIN - pharrell williams ft jay z	112855

Rock

SWEET CHILD O MINE - guns n roses #	111258
I BELIEVE IN A THING .. - the darkness	112972
NO MORE LIES - iron maiden	113814
BAT OUT OF HELL - meat loaf #	111286
NOVEMBER RAIN - guns n roses #	112596
ENTER SANDMAN - metallica #	111371

Nu Metal

BAD TOUCH - bloodhound gang	113706
BEHIND BLUE EYES - limp bizkit	113309
MY IMMORTAL - evanescence	113277

Club classics

INSOMNIA - faithless #	111569
CAFE DEL MAR - energy 52	111386
SANDSTORM - darude	111290
LET ME BE YOUR FANTASY - baby d #	113015
ZOMBIE NATION - kemkraft 4000 #	111252
ITS LIKE THAT - run dmc vs j. nevins #	112901
ON THE MOVE - barthezz	111447
9PM TIL I COME - atb	111158
LOVE STORY - layo & bushwacka	112361
GROOVEJET - spiller #	111291

Dance

A STRONGER MAN - ben watt	113811
DUSK TIL DAWN - d. howells with d. trevor..	113812
BREAK MY WORLD - dark globe	113813
FLY ON THE WINGS OF LOVE - xtm	112705
PRETTY GREEN EYES - ultrabeat	112877
COME WITH ME - special d	113678
SATURDAY NIGHT - ud project	113626
RHYTHM IS A DANCER - snap vs cj stone #	112485
FEELING FINE - ultrabeat	113288
BOYS OF SUMMER - dj sammy	112387

Kids TV

SCOOBY DOO	111142
BANANA SPLITS	112578
WINNIE THE POOH	111613
THE LITTLEST HOBO	113601
HONG KONG PHOOEY	113642
LOONEY TUNES	111151
WACKY RACES	113663
RHUBARB & CUSTARD	111623
TEENAGE MUTANT NINJA TURTLES	113615

Urban

FAVOURITE THINGS - big brovaz #	112560
BABY BOY - big brovaz	112859
JUS A RASCAL - dizzee rascal	113220
FIX UP LOOK SHARP - dizzee rascal	112937
BROKEN SILENCE - so solid crew	112969
I LUV YOU - dizzee rascal	112826
DO YOU REALLY LIKE IT - dj pied piper	111189
HEARTLESS THEME - heartless crew	111942
AINT WHAT YOU DO - big brovaz	113251
LET'S PUSH THINGS FORWARD - the streets*	111929
DY-NA-ME-TEE - ms dynamite	112026

Themes

THE SIMPSONS	111132
EVERYBODY NEEDS.. - blues brothers	113793
ONLY FOOLS & HORSES	111369
SEX & THE CITY	111673
EXORCIST	111871
MISSION IMPOSSIBLE	111121
PHOENIX NIGHTS	112364
ROCKY - jogging theme	112481
AXEL F - beverley hills cop	111601
GOOD BAD & THE UGLY	111181
DIRTY DANCING	111249
24	112701
THE MATRIX - rage against the machine	111848
THE OFFICE	112363
AUSTIN POWERS	111255
AIRWOLF	111868
SUPERSTARS	113666
SCHOOL OF ROCK - jack black &..	113583
THE EQUALIZER	113658
BUFFY THE VAMPIRE SLAYER	111140
COUNTDOWN	112213

Party Time

SUMMER OF 69 - bryan adams	112531
ONE STEP BEYOND - madness	111278
I'M YOUR MAN - shane richie	113289
BUILD ME UP BUTTERCUP - the foundations	113009
CHIHUAHUA - dj bobo #	112905
U CANT TOUCH THIS - mc hammer #	111616
I'M TOO SEXY - right said fred	113349
KUNG FU FIGHTING - carl douglas	111419
HEY BABY (UHH AHH) - dj otzi #	111446
LOVE SHACK - b 52's	111475

Chill Out

TEARDROP - massive attack	113769
CHILDREN - robert miles	111361
BRAVEHEART - dj sakin	111719
FOR AN ANGEL - paul van dyk	111363
UNFINISHED SYMPATHY CHOROUS. - m. attack	112437
EPLE - royksopp	112448
OUT OF THE BLUE - system f	111360
LAZY - x press 2	111897
UNFINISHED SYMPATHY - massive attack	112438
SPARKS - royksopp	112825

Indie

SOMEWHERE DOWN.. - the dissociatives	113784
COME HOME BILLY.. - the divine comedy	113796
COMFORTABLY NUMB - scissor sisters	113503
SEVEN NATION ARMY - the white stripes	112604
BITTER SWEET SYMPHONY - the verve #	111292
ARE U GONNA BE MY GIRL - jet	113037
TAKE ME OUT - franz ferdinand	113421
FOOLS GOLD - stone roses	111230
TAYLOR - jack johnson	113815
I WANNA BE ADORED - stone roses	111479
WATERFALL - stone roses	111456
TIME IS RUNNING OUT - muse	113027
LAST TRAIN - lost prophets	113509
TAKE YOUR MAMA OUT - scissor sisters	113746
THERE SHE GOES - the la's	111178
STEP ON - happy mondays	111961
SONGBIRD - oasis	112394
THE POWER OF LOVE - huey lewis & the news	111212
HARD DAYS NIGHT - the beatles	111260
UNCLE SONG - south park movie*	111344
FAWLTY TOWERS - fawlty towers	111448

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251129 Eminem
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252357 Snoop
252288 Christina
252332 EVE
BODY FROM BAYWATCH
FACE FROM CRIMEWATCH
250316
NEXT MOOD SWING IN 5 MINUTES
250326
250329
FERRARI
252173
252181
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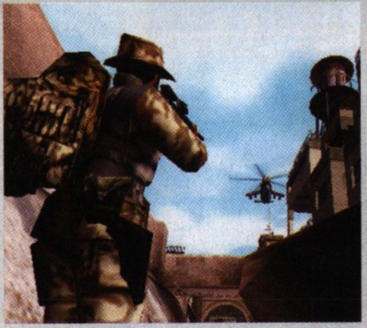
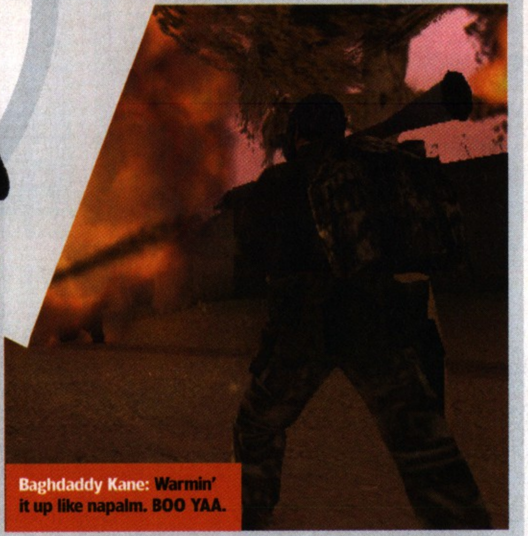
SHERLOCK HOMES

TOP BILLIN' WITH A PHD IN CHEATOLOGY.





Baghdaddy Kane: Warmin' it up like napalm. BOO YAA.

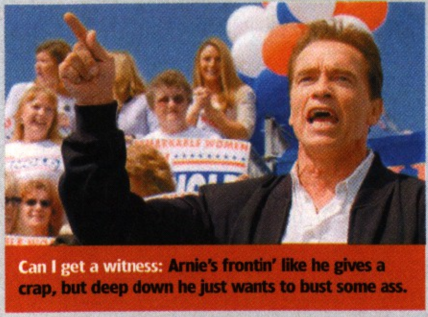
Q1 COULD YOU FIND ME ANY CHEATS FOR CONFLICT: DESERT STORM 2 – BACK TO BAGHDAD?

HONEYMONSTER VIA EMAIL

You'd have to be livin' crazy world of Arthur Brown style to actually go back to Baghdad. That's some seriously ill-conceived clown-shoes-in-a-minefield holiday planning. BAM! Militia men are gettin' mad beefed on the sun loungers and it's all out black steel in the hour of chaos holiday from hell and - BOOM! – Judith Chalmers busts in with the Tourist Coalition Posse and they start raisin' it up with Ambre Solaire factor 15 (enhanced with Vitamin E to neutralize free radicals) and air lift your sorry ass to the Balearics or Barbados or the South Bronx or wherever. Anyway, if you stackin', you better get packin'...

CHEAT MENU

At the main menu, press L1, L1, R1, R1, □, □, △, △, ○, ○. Begin a game and access the Options Menu from the pause screen. A new 'Cheats' option should now be available.



Can I get a witness: Arnie's frontin' like he gives a crap, but deep down he just wants to bust some ass.

Q2 I NEED TERMINATOR 3: RISE OF THE MACHINES CHEATS PLEASE.

GEORGE W VIA EMAIL

What the hell is up with all this Governer Arnie bullcrap!? My man should be poppin' laser-guided caps into narcs and temporal leaping cyborgs like the original kindergarten cop gangsta limpin' Austrian bad ass, but now he's frontin' this tie wearin' pencil pushin' White House high rollin' business. Critically undope career manoeuvre. I ain't down with that. Looking for cheats? I got the raw deal right here...

Choose Options from the Main Menu and then select Cheats. Input the following codes for the desired effect.

UNLIMITED AMMUNITION

⊗, △, △, △, ⊗, ○, ⊗, □

INVINCIBILITY

□, □, ⊗, △, ⊗, ○, ⊗, ○

ALL WEAPONS – FUTURE

⊗, ⊗, ⊗, △, ○, ○, □, ⊗

ALL WEAPONS – PRESENT

○, ○, △, □, ⊗, △, △, □

Dancing queen: Is that a perm? Are they dancing?

POP PICKERS

EYE TOY: GROOVE

Sing a happy song.

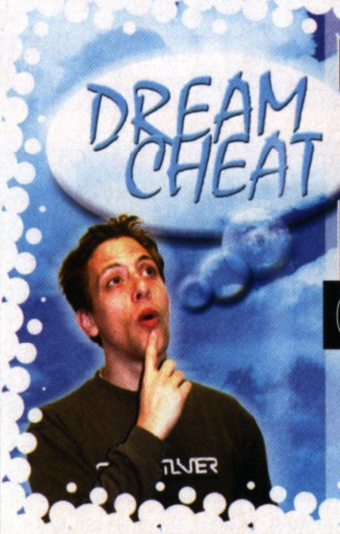
EXTRA TRACKS

Five additional songs are unlocked once the twenty original songs have all been played. The extra tracks are:

Daniel Bedingfield:	*Gotta Get Through This*
Five:	*Keep on Moving*
Aserjeré:	*Las Ketchup*
Elvis Presley:	*Rubberneckin'*
Puretone:	*Addicted To Bass*

MASTER MODE

Play on Hard Mode and get an 'A' rank for any song to unlock Master Mode for that track.



05 BONUS HITMAN WALLER HIT

Larger than life throat-infected *Popstars* wannabe Rik Waller has to be taken out, never to wobble his way on to our TV screens again. Agent 47's the only man for the job and he has every conceivable weapon at his disposal, including a whale harpoon and blubber pike. Ideal.

DID YOU KNOW? → RIK WALLER WARMS MAGGOTS IN HIS MOUTH BEFORE USING THEM AS FISHING BAIT.

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NEW! CHARACTER	148680	The Fast and the Furious	A B C F G H I K N O P Q R S U W X
SUPERSTAR	144154	EA SPORTS™ Tiger Woods PGA TOUR® 2004	A B C F G H I N O P Q R S V W X EE
SUPERSTAR	144155	EA SPORTS™ FIFA Football 2004 Mobile International Edition	A B C F G H I N O P Q R S U V W X EE
CHARACTER	146060	Boulder Dash® M.E.™	C D F G H I N O P Q R S V W EE
NEW! CHARACTER	148681	Metal Slug	A B C F G H I K M N O P Q R S U W X
CHARACTER	146059	King of Fighters™	A C D F G H I J N O P Q R S U V W
CHARACTER	146067	Weakest Link	F G H I N P Q R S W X
CHARACTER	116138	XS Snowboarding	A D F G H I J N O P S V W BB CC EE
CHARACTER	115524	Denki Blocks! ©Denki 2002	D G L S U CC BB
CHARACTER	144164	REVS! Racing	F G H I N P Q V W X
OLD SKOOL	110249	Magnetron	C G H J N O P Q S U V
OLD SKOOL	116137	X-Change	D G H I J L N O P S U V BB CC
OLD SKOOL	115527	Picasso	A C D H I L N O P Q R S U V BB CC

The Fast and the Furious: Become a street racer from the hit movie and compete against 5 others in weekly races on the track. If you win the race you can visit the chop shop and buy upgrades for your car! Watch out for cops who can impound yur car if you lose! Are you ready for the fast lane?

Metal Slug: The Metal Slug experience is a unique and humourous adventure! A combination of frantic shooting, jumping and driving that surprises and delights. With 8 missions in different locations, using a pistol, tank & machine gun against heliocopter, artillery, bazooka & machete!

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ARCADE	146215	Balloon Death	D E F G H I J K L N O P Q S
PUZZLE	148073	Checkers	A B C G H I J K M N O P Q R S U
SPORT	147907	Moto Maniacs	A B C F G H I J K M N O P Q S U V W EE
SPORT	146218	Bowling	G H I J K N O P Q S T U
STRATEGY	147398	Frogger	A B C F G H I J K M N O P Q S T U
PLATFORM	148074	Ghost Castle	A B C F G H I J K M N O P Q S U V W
PLATFORM	146222	Gran Man	F G H I J K N O P Q S U V AA
PLATFORM	126089	Ice Blade Penguin	D E F G L N P S W BB CC EE

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ARCADE	110209	Fruit Machine	D S CC
ARCADE	110270	Pinball Castle	D F L
ARCADE	124295	BreakM	D F P S
ARCADE	107705	Killing Boss	D L P S CC
ARCADE	124543	Happy Hour	I S V EE
ARCADE	125277	City Knights	F G H I J K N O P Q S V W Y EE
SPORT	107729	Xtreme Boxing	D L N P S V W
SPORT	111582	M-Football	G N P S
SPORT	110259	Summer Games 2004	D F L P S CC
SPORT	107714	Snowboard Racing	D L S W CC
SPORT	111584	MobiBall	E F L P S T V
SPORT	110842	Darts	G I S V EE
SPORT	126341	Rack Em' Up	G H I J K N O P Q S V
SPORT	111583	M-Hockey	G N P S
PUZZLE	111561	Betris	G N P S
PUZZLE	107688	Bubble Tots	F G N P S W
PLATFORM	143381	Adventurer	D F G H I K M N O P S
PLATFORM	126339	Backstage Pass	F G H I J K N O P Q S
STRATEGY	111564	Chess	S
SHOOT UP!	107152	Tank Wars	G S V W Z
RACING	110206	Extreme Speed	N P S
RACING	111573	Global Grand Prix	F N P S

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H	5100	NOKIA
I	6100	NOKIA
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K	6220	NOKIA
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M	6600	NOKIA
N	6610	NOKIA
O	6800	NOKIA
P	7210	NOKIA
Q	7250	NOKIA
R	7250i	NOKIA
S	7650	NOKIA
T	8910I	NOKIA
U	Ngage	NOKIA
V	T720	MOTOROLA
W	GX10	SHARP
X	GX20	SHARP
Y	S100	SAMSUNG
Z	P800	ERICSSON
AA	T610	ERICSSON
BB	C55	SIEMENS
CC	M50	SIEMENS
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HITMAN CONTRACTS

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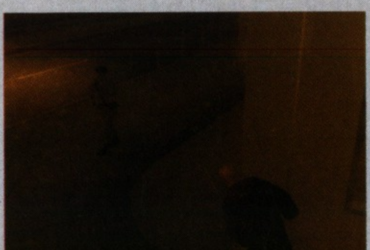
AUTOMATIC

Getting spotted? Can't seem to find a good hiding place? Outnumbered, outgunned and out of luck? Join us for a spot of assassin assistance as we go in for the kill...

19 PAGES! Every level mapped, every level blown apart. Get inside for more...

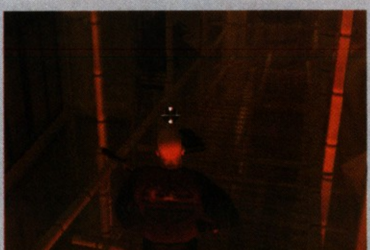
BALDY SNEAKING

YOU'RE TALL, BALD AND OFTEN CARRYING A WEAPON THE SIZE OF A PONY – THIS MEANS YOU'RE HARDLY INCONSPICUOUS.



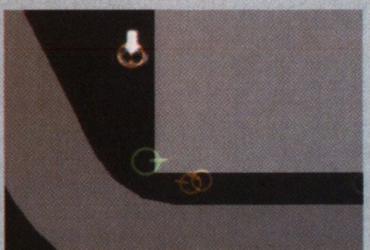
AVOID CONTACT

Even if you're in disguise, the guards, gang members and police that populate the levels aren't stupid, and will rumble you if you get too close. The outfits you can change into are purely for avoiding being spotted from a distance. Nothing else.



CONCEAL WEAPONS

It's easy to forget this one, but if you wander around waving a gun about, then it's not going to be long before someone smells a rat. Shorter weapons (including Knives and Syringes) can be hidden, but longer guns (like the Sniper Rifle) need to be dropped if you're heading into a heavily-populated area.



BE PATIENT

If you're going for the Silent Assassin rating, then you can't just go about killing whoever you please. You need to avoid trouble and that means not being spotted by enemy guards. Watch their movements and only move when you're sure it's safe.

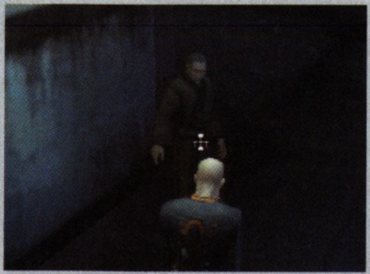
WATCH AND LEARN

The map helps, but sometimes you'll just want to see who exactly is lurking in the distance. The sights on the Sniper Rifle are fine for this, but the range of the binoculars is extremely high, letting you pick out distance objects with ease.

BEAT THIS ➔ GET A SILENT ASSASSIN RATING ON THE FIRST LEVEL WITHOUT KILLING ANYONE OR (AND THIS IS TRICKY)

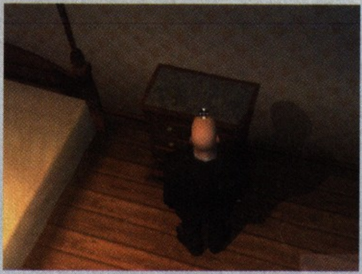
EL MONTE
STAINLESS - MADE IN U.S.A.

HERE, THOUGH, ARE A FEW POINTERS TO KEEP YOU OUT OF SIGHT AND OUT OF MIND...



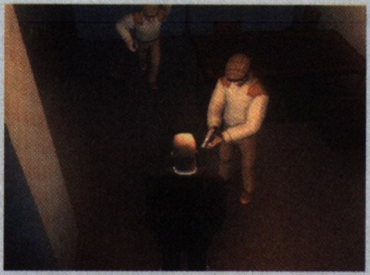
PUBLIC NUISANCE

Never ever even *remotely* toy with the idea of killing a civilian, as this will get your rating raised higher than anything else. They may look like dumb cannon fodder, but they don't make the best target practice.



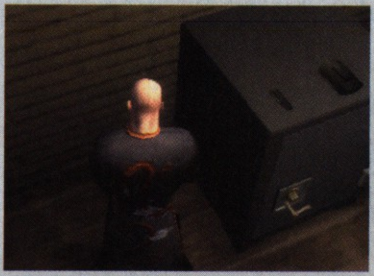
OBJECT D'ART

Again, if you come across an object (like this bottle of poison) there's bound to be some logic behind its inclusion in the mission – in this case, the poison needs to be added to a vat of whiskey.



READING THE METER

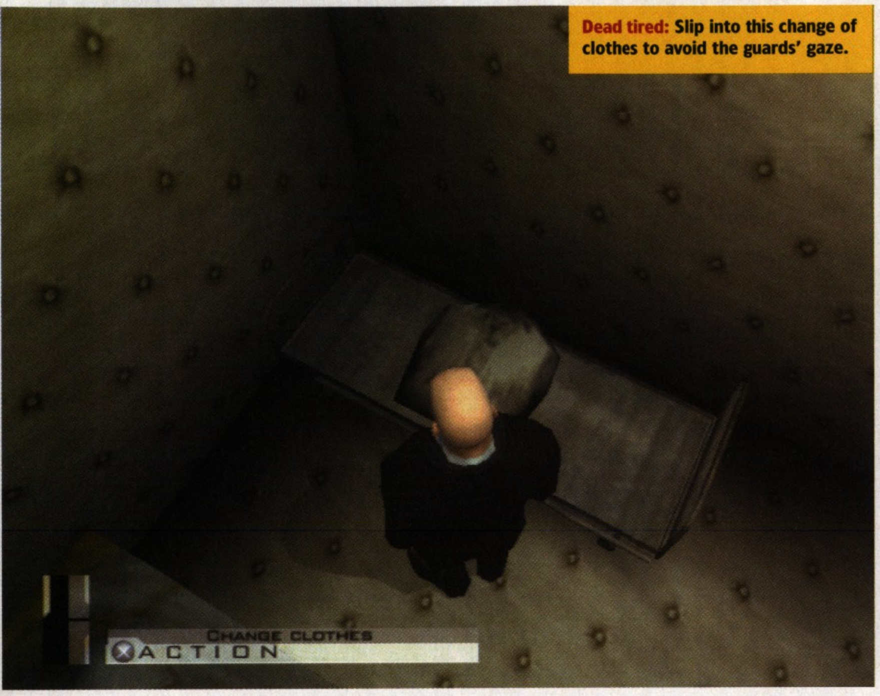
Your Stealth Meter (in the bottom left-hand corner of the screen) is your best gauge for how well you're doing. It's incredibly sensitive, so even if someone only mildly suspects you, it'll start leaping around like crazy. Forget about the Silent Assassin rating if, like here, someone starts firing at you.



THE COMPLETE MAKEOVER

When you come across one of the many neatly folded outfits in the game, the chances are that it's there for a reason. Guards will become suspicious if someone's out of their allotted area, so changing outfits regularly means you'll blend in a treat.

LETTING OFF A SINGLE SHOT. WE DID IT. BUT CAN YOU? ■



Dead tired: Slip into this change of clothes to avoid the guards' gaze.

MISSION 1: ASYLUM AFTERMATH

☐ Escape from the sanatorium

There's no easy intro... 47's first exercise focuses on his escape from the sanatorium. But there are plenty of people in there who don't want him to leave. Get ready for a bit of a challenge...

For a man used to skulking around in the dark, 47's first glimpse of the game feels a little bright. No matter, you won't be here for long. Pick up the CAR KEY from the dead doctor, and then take a look at your map.

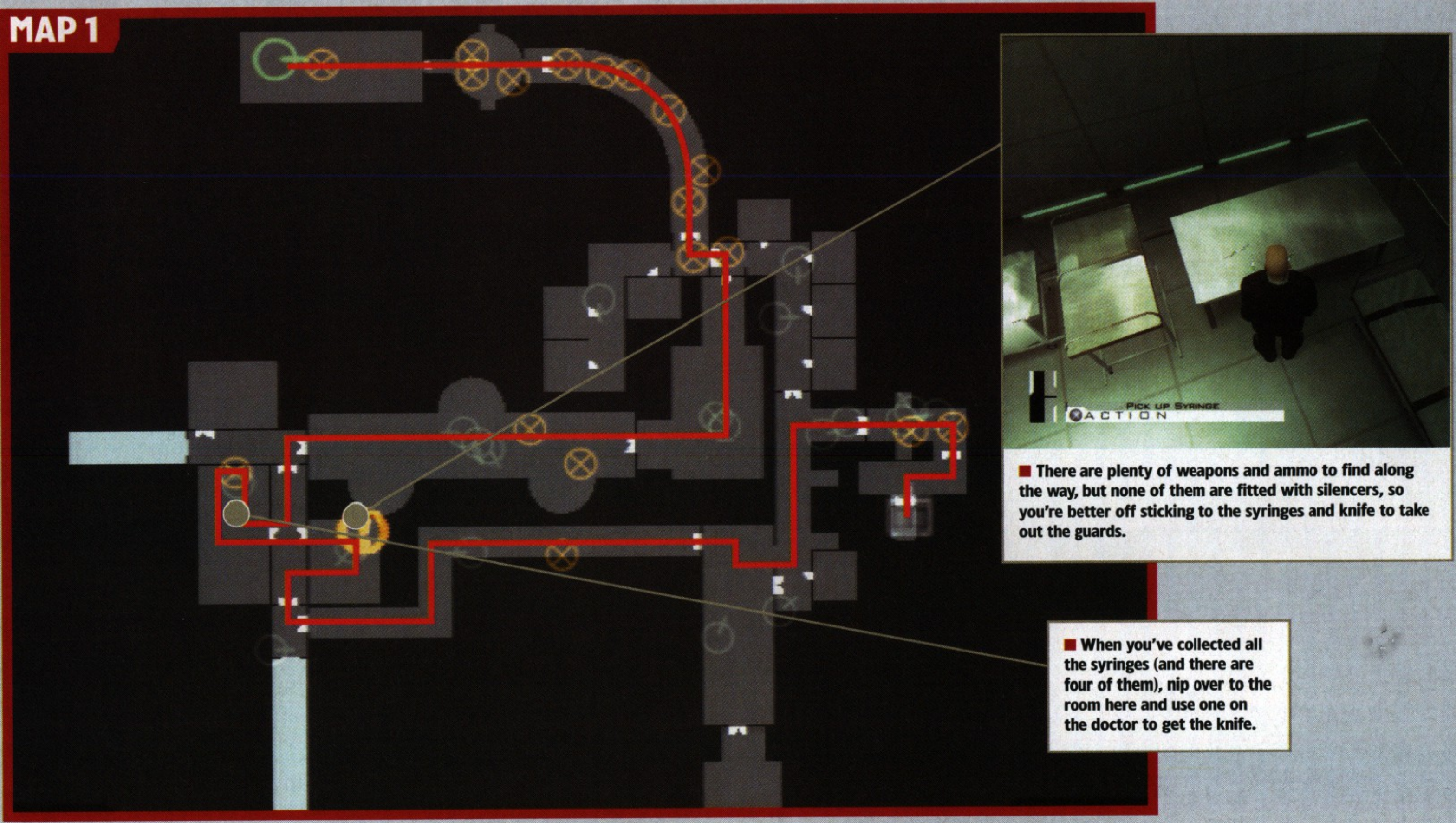
There's a point of interest in the bottom left-hand corner of the map, and it indicates four useful SYRINGES in the room here, but there's also a KITCHEN KNIFE in the room across the corridor. You'll need both of these, so head down, pick up the syringes first, then use one on the man with the kitchen knife to get that.

Now go to the lift and take it up to the first floor. Quickly find and change into the INMATES CLOTHING (the point of interest marker will lead you there), then go back to the lift and head for the second floor. Oddly, there's another set of car keys in the office just by the lift, so you might as well get these ones, too. Then just continue on through the rooms until you reach the main staircase.

If you take the stairs down, a SWAT team member will tell you to head into the lab, which is the door just behind him on the left. Go in here and then straight up the spiral staircase. If the guard up here has his back to you, then use a syringe on him, or else the knife will have to do. Any port in a storm, after all.

There's a SNIPER RIFLE in the cabinet around the corner from the guard , so collect that, then head out onto the balcony on the left to shoot out the searchlight on the police car. Go over to the right balcony and repeat. Now, go down the ladder and go towards the car to finish the mission. ■

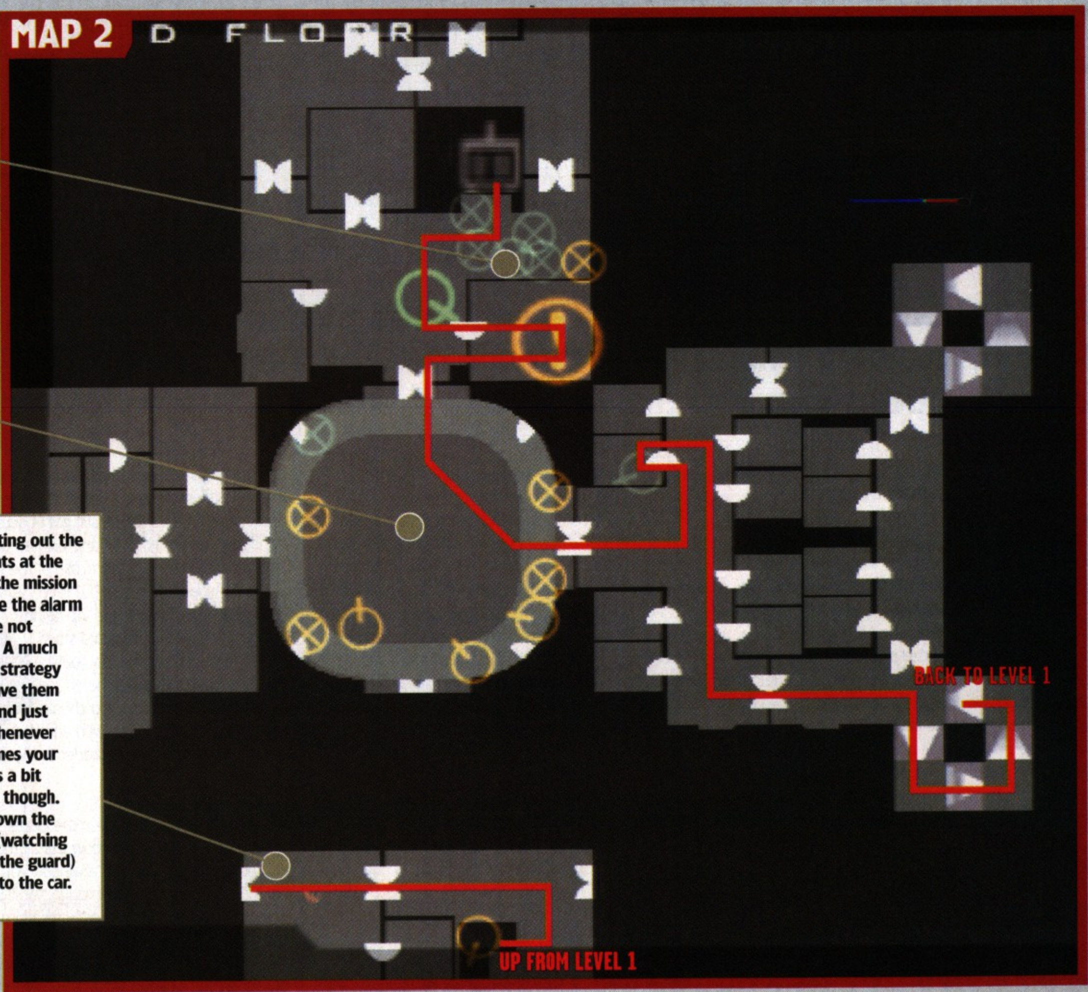
MAP 1



■ There are plenty of weapons and ammo to find along the way, but none of them are fitted with silencers, so you're better off sticking to the syringes and knife to take out the guards.

■ When you've collected all the syringes (and there are four of them), nip over to the room here and use one on the doctor to get the knife.

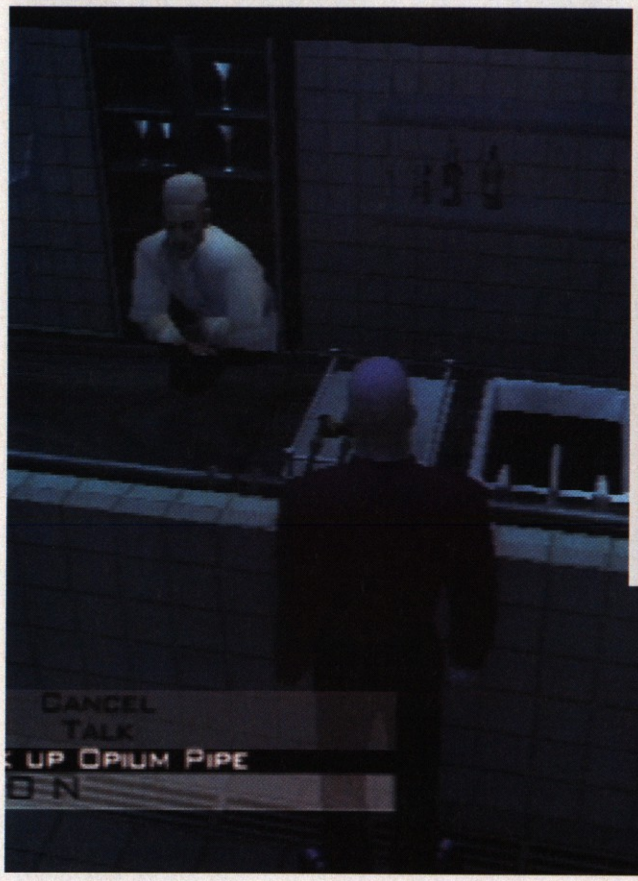
MAP 2

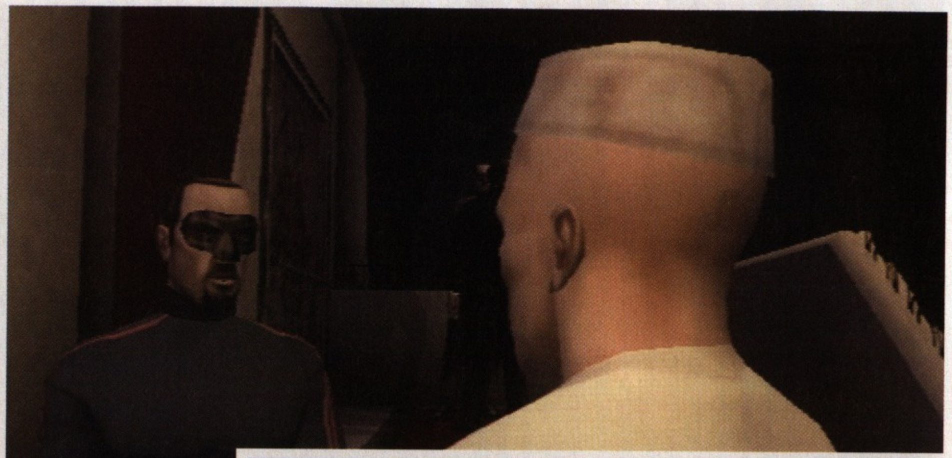


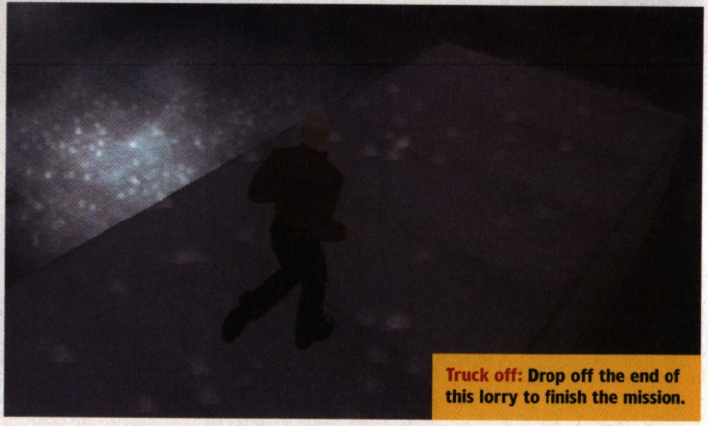
■ Watch out as you leave the lift here, as there's a security camera right in front of you. Wait until it's facing the other way and then nip out and around to the office.

■ This room is swarming with guards, but as long as you're dressed in the right clothes and keep out of their way, then you should get past them okay. For some extra ammo and a safe route down to the lab, talk to the guy shown by a green circle in the room to the right and he'll help you out.

■ Shooting out the spotlights at the end of the mission can raise the alarm if you're not careful. A much quieter strategy is to leave them intact and just duck whenever one comes your way. It's a bit trickier, though. Head down the ladder (watching out for the guard) and go to the car.







Truck off: Drop off the end of this lorry to finish the mission.

MISSION 2:
THE MEAT KING'S PARTY

☐ Assassinate the Meat King ☐ Assassinate Andrei Puscus ☐ Rescue the client's daughter ☐ Escape

A brilliant mission and a (slightly) gentle introduction into the logical thinking that you'll need to get through some of the later (and more difficult) operations.

Steal the CORPSE'S CLOTHES to start with, then drop anything you're carrying that might be considered a dangerous weapon – that means all your guns, plus the meat hook. Now head out, close the doors by pressing the button on the side of the van, and head around to the party's entrance.

After you're frisked for weapons, head into the club, through the first set of doors and over to the door to the right of the stairs in front of you. If you check your map, there's another point of interest flashing not far away, so head through the guarded doors and work your way around until you reach the locker room and the flashing object itself. It's a CHANGE OF CLOTHES, but make sure the waiter isn't near, as he'll get suspicious if he sees you.

USE THE OPIUM PIPE

Change into the clothes then head down into the bar. The place is dripping with armed guards, but if you've followed our lead so far, then none of them will suspect you. Walk up to the bar and, after talking to the barman, pick up one of the OPIUM PIPES. You should get a message just about now telling you that a guest needs a pipe, so check your map and you should be able to spot the red circle of your target in one of the 'chill out' rooms. Find Puscus hen, after placing the pipe next to him, wait around for him to drop off. When he does, quickly steal his SILENCED HANDGUN (with your back to the doorway to avoid being spotted), then head out.

Go and stand somewhere inconspicuous and, by constantly checking your map, hang around until Puscus begins to move. Follow him (and his armed guard) to the bathroom and wait until the pair are stood side-by-side at the mirrors. Now just kill them both (the guard first) for the next objective.

HEAD UP TO THE FIRST FLOOR

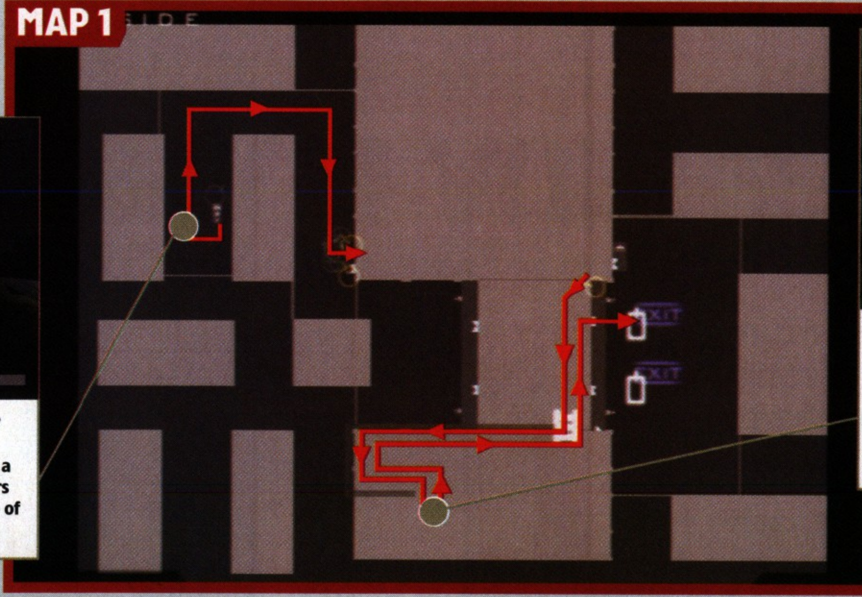
You need to go up to the first floor now, so check the map and head north and up the first staircase you come to (making sure you've put your gun away first). Check the map and you'll see that there's a point of interest on the far left-hand side of this area. You'll also spot the familiar icon of an enemy lurking there, but he won't cause you too many problems, as you've still got Puscus' silenced handgun, haven't you? Kill the bloated butcher and, after discovering the corpse of the missing girl, pick up the evidence – a ROTTING ARM. Now head all the way back to the top of the staircase and waste the guard stood guarding the door. Hide the guard and, after going through the door he was protecting, you should find yourself on a rooftop with another door in front and a metal ladder to the right.

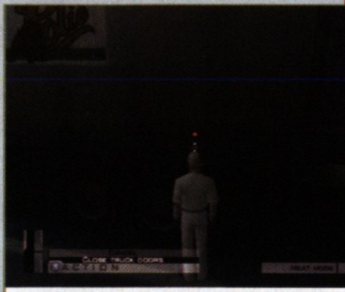
HEAD UP THE LADDER

Ignore the door and head up the ladder to the metal walkway above it. Follow this all the way around and you'll come to a window you can open. Do it and, when you look through, you'll see old lardy ass slumped on his bed – take him out.

When the Meat King is no more, follow the walkway back to the ladder, drop down and leap onto the top of one of the trucks. Exit the level. ■

MAP 1

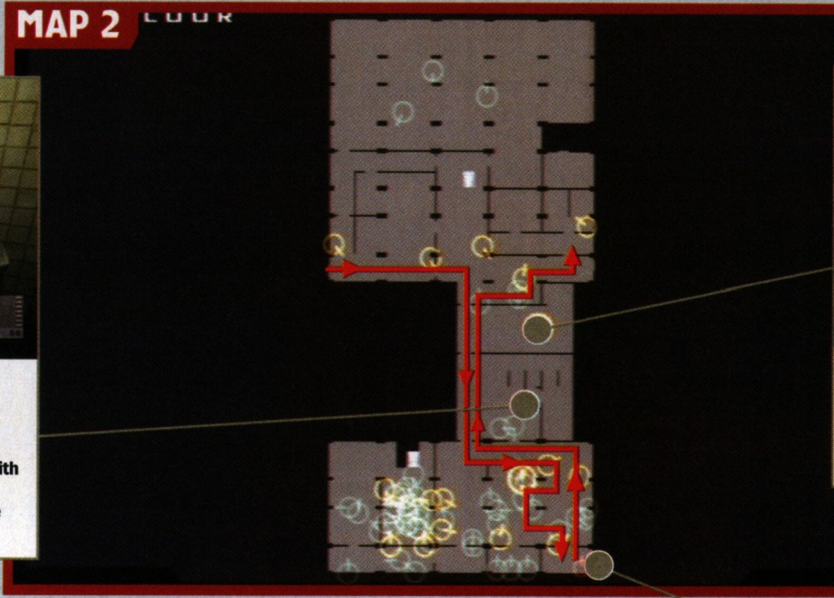


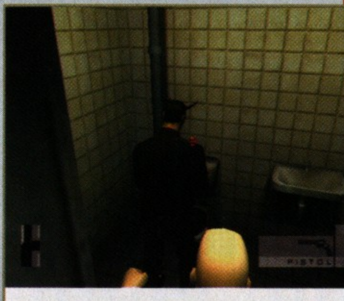


■ See this button on the side of the lorry? It's just outside of where you start the mission and, as you'd expect, it's there for a good reason. Flick the switch and the doors will conveniently close, hiding all evidence of the butcher you've just killed.

■ There's a more lengthy way to kill the Meat King, but we prefer the quick 'in and out' method ourselves. Shooting him from this rooftop means you'll remain undetected. If you want the full sneaky method, you will find a sniper rifle on the ground floor (at the north side, by the butcher).

MAP 2

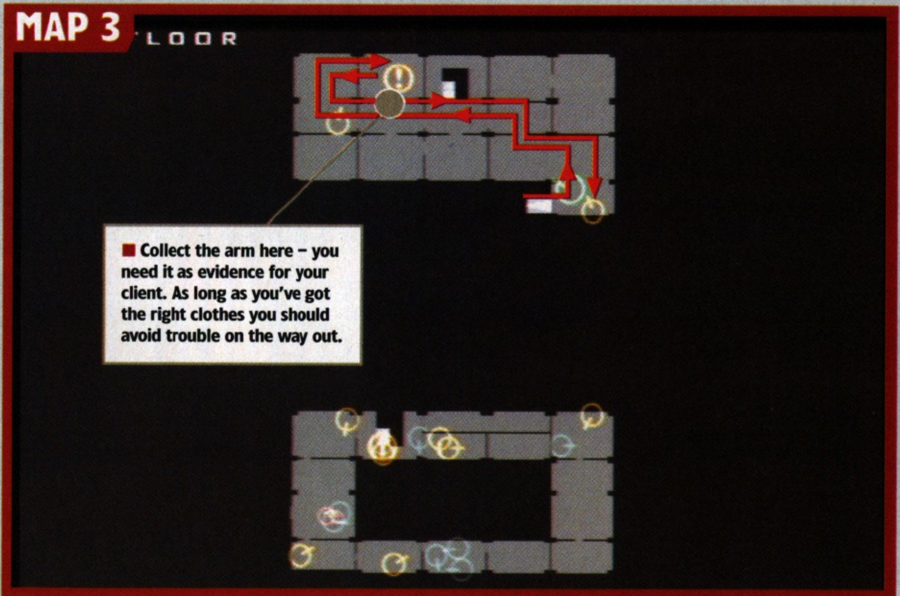




■ Right, you're in the bathroom with a silenced weapon and your target and his armed guard are with you... what do you do? Well, for starters, kill the guard first, as he'll raise the alarm if you're spotted with a weapon. When they're both dead, drag them into one of the cubicles to make sure any patrolling guards do not detect them.

■ This locker is where you'll change outfits from the butcher to the waiter. Depending on how sneaky you plan on being, you may need to change a couple of times before the mission ends.

MAP 3



■ Collect the arm here – you need it as evidence for your client. As long as you've got the right clothes you should avoid trouble on the way out.

■ When you've given the opium pipe to Puscus and he's unconscious, your initial thought (after finding his gun) will be to kill him. This is a mistake. There are plenty of guards just outside keeping an eye on him, so now is most definitely not the best time. Wait until he's in the bathroom for a much neater (and stealthier) kill.

MISSION 3:
THE BJARKHOV BOMB

☐ Assassinate Fabian Fuchs ☐ Assassinate Commander Bjarkhov ☐ Destroy submarine lab ☐ Escape

You'll need to have all your cunning to grab the Silent Assassin rating here. The best chance you have is if you follow our guide.

Stay where you are until the guy comes up into the back of the plane and picks up the crate. Then, when his back's turned, run up behind him and kill him. Drag his corpse back out of the way, steal his clothes and nick the CRATE OF GROCERIES he was heading off with – the guards keeping the main building secure will become very suspicious if you go in empty handed.

Leave the plane, head off to the right and go into the building. Now, go left into the kitchen and poison the soup with the LAXATIVE – talking to the informant here will reveal where to plant the bombs on the submarine later in the mission. The plan is that Fuchs will get some soup and need the bog, so if you wait in the bathroom, you should be able to silently kill him when he runs in.

POST-TOILET BREAK

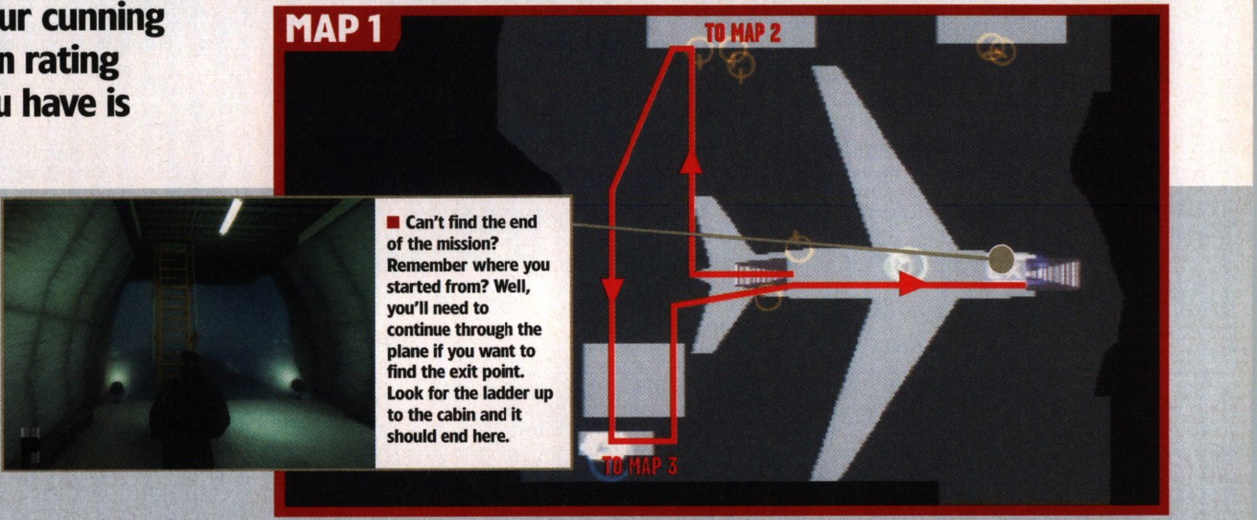
After you've 'acquired' FUCHS' CLOTHES, head down and onto the small train. Press the button to activate it and stay on it until you reach the end of the track. In the new area, head straight down and onto the boat – the guards will let you past as long as you're wearing Fuchs' clothes. If not, you'll need to shoot your way onboard.

Work your way around the boat until you reach the top level. You're about to be frisked, so make sure you're not carrying any weapons. After the frisking, go through the door on the right to meet up with the Commander. After a brief chat, he'll turn his back to fix some drinks and now's the time to strike. Kill him in the manner of your choosing – there's a gun on the table in front of you, if you fancy that. Then, with the second objective complete, head calmly off the boat.

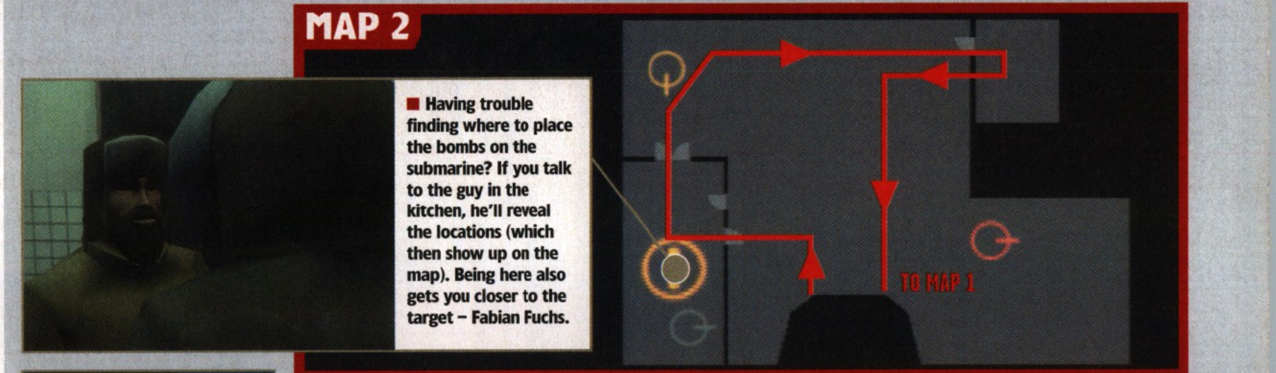
PLANTING THE BOMBS

Look at the map now and you should spot a large building on the top left-hand corner. Go over to this building, and, when you enter, go to the right for a RADIATION SUIT in one of the cubicles. You'll need this to enter the submarine, so head down to it and, when you get about halfway along it you'll spot the entrance. Ignoring the workers, go straight through to find the bombs and the detonator – very handily, in the same place.

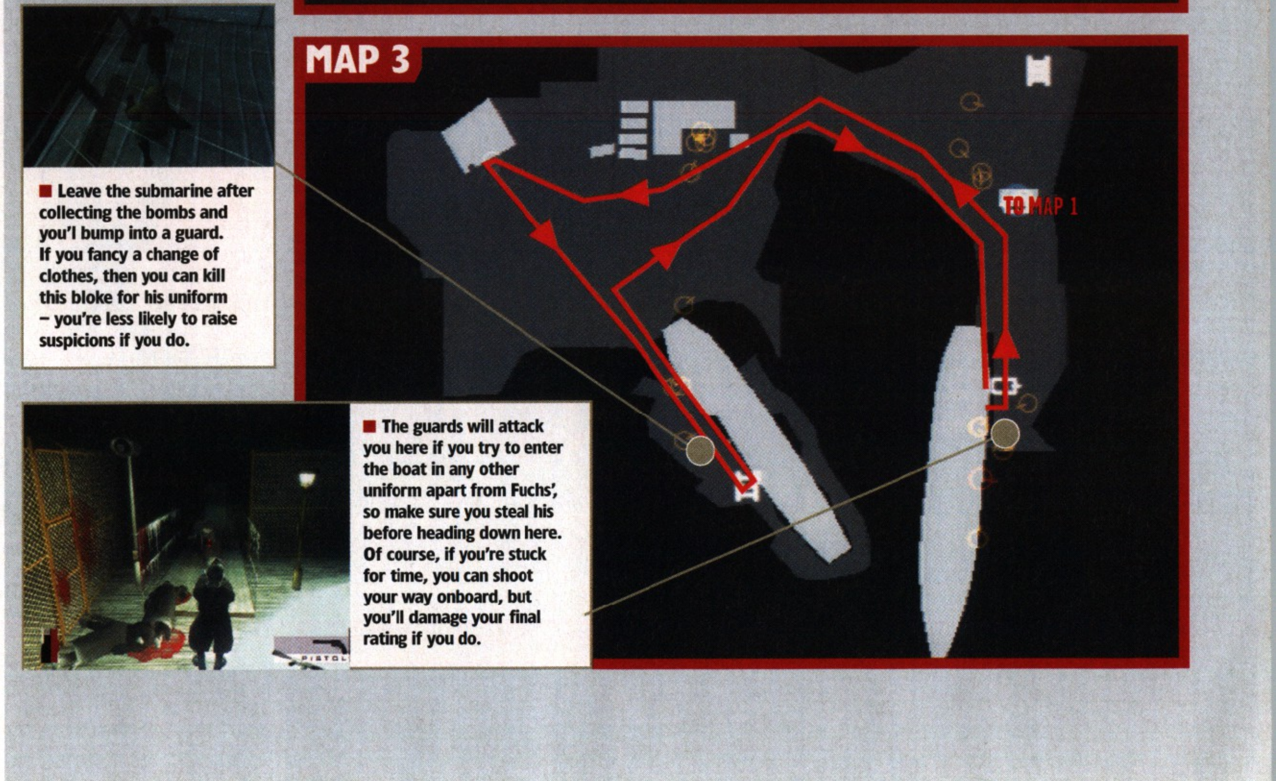
Place the THREE BOMBS on the submarine and, after getting a safe distance away, detonate them to blow the sub – the further away the better. Now all you have to do is head back to the plane to end the mission. Keep your head down and try to stay away from any guards. You're bound to bump into a couple when you're travelling on the train, but they should ignore you – even though you've killed several people and just blown up a submarine! ■



■ Can't find the end of the mission? Remember where you started from? Well, you'll need to continue through the plane if you want to find the exit point. Look for the ladder up to the cabin and it should end here.



■ Having trouble finding where to place the bombs on the submarine? If you talk to the guy in the kitchen, he'll reveal the locations (which then show up on the map). Being here also gets you closer to the target – Fabian Fuchs.



■ Leave the submarine after collecting the bombs and you'l bump into a guard. If you fancy a change of clothes, then you can kill this bloke for his uniform – you're less likely to raise suspicions if you do.

■ The guards will attack you here if you try to enter the boat in any other uniform apart from Fuchs', so make sure you steal his before heading down here. Of course, if you're stuck for time, you can shoot your way onboard, but you'll damage your final rating if you do.

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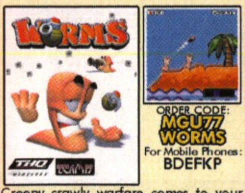

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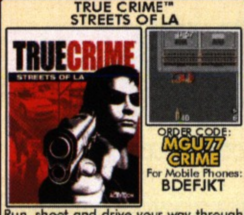

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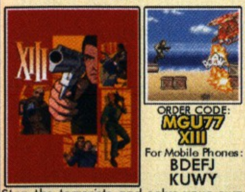

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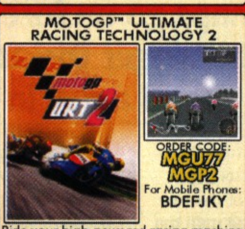

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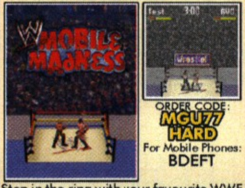

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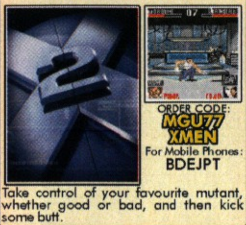

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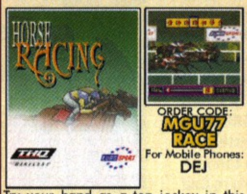

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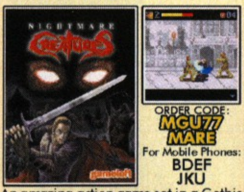

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7650 = E
NGage = E
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GX20 = K

SIEMENS
C55 = N
M50 = O
M55 = P
S55 = P
SL55 = Q
MC60 = R

MOTOROLA
T720 = T
T720i = T
V300 = U
V500 = U
V525 = U
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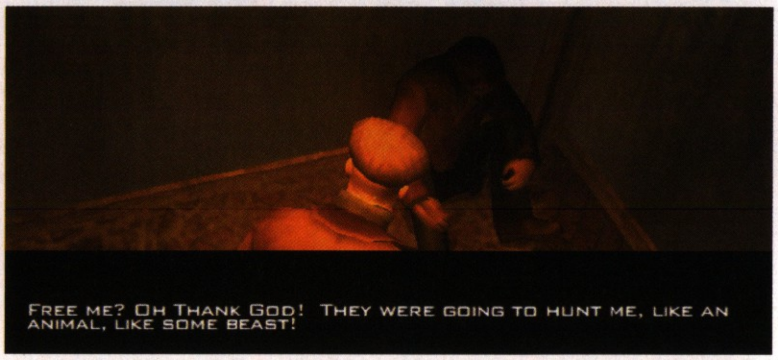
MISSION 4: BELDINGFORD MANOR

☐ Assassinate Sir Winston Beldingford ☐ Assassinate Alistair Beldingford ☐ Rescue Giles Nothcott ☐ Escape

At first, this seems like quite a difficult mission, as its sprawling maps go on forever. But remember that the bigger the area, the easier it is to hide. Let's spend a day in the country...


FREE ME? OH THANK GOD! THEY WERE GOING TO HUNT ME, LIKE AN ANIMAL, LIKE SOME BEAST!

Firstly, you'll need to get into the manor house itself. Peek around the corner of the ruin you start at and wait until the two guards have finished yakking and go their separate ways. When they do, follow the one on the left and pop him silently. Now drag his body down into the rushes by the lake (his body will soon be spotted if you don't) and steal his clothes. Look at the togs you've got now.

Right. Head up and towards the maze. There are two ways in: through a door that's in front of you or through one on the left side. One's likely to be guarded but not both of them, so head for the unguarded one and then the spot on the map that shows the point of interest. Drop through here and head along to the end of this underground corridor. If you wait for the guard to reach the end of his path, you can then nip out and up the steps to the right. Take care when you go through the next door, though, as there are dogs to your right. Run out and around the side of the building. Around the back of the building is a ladder up to an open window. Head in here and you'll find a BOTTLE OF POISON on the table in front of you. But don't hang around. Zip through this room, through the bathroom (trying to avoid the maid in the shower) and through the mirrored door – it's marked by a point of interest sign on the map.

DEAL WITH SIR WINSTON

At the top of the stairs is another door, only this time you'll need to hold fire before barging in. Check the map and wait for the red circle of Sir Winston to go to bed, then open the door and sneak in, creeping around to the bottom of the bed. Pick up the pillow here and use it on Winston to complete the first objective. Still sneaking (so as not to wake his partner!), creep over to the door on the far side of the room and out to the hallway.

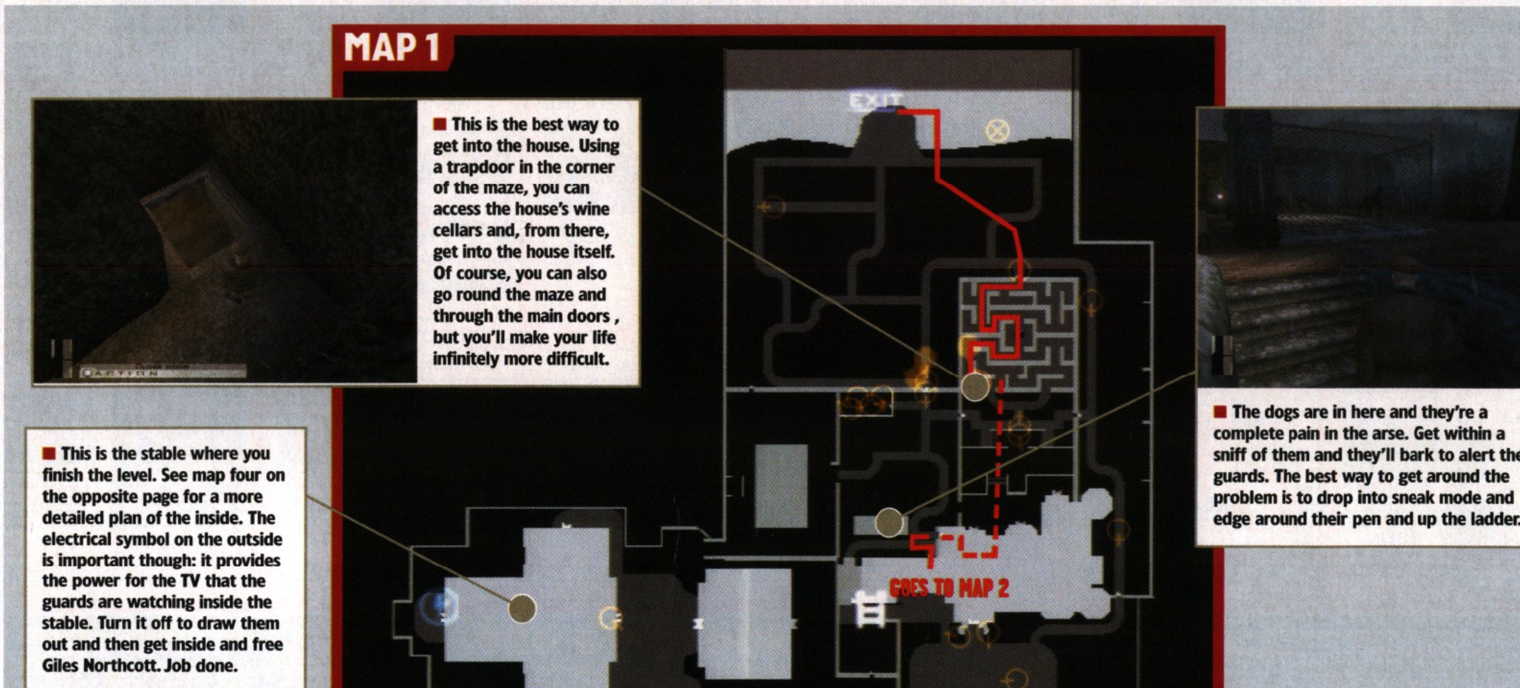
There's a bookcase to your immediate right with a hidden door in it, so go through it, up the ladder and then continue on, through the room at the top and down the other side until you end up at another door. There's a sleeping guest in the room beyond, so sneak in again, around to the right side of his bed and, after stealing the PILE OF CLOTHES here, go back to the staircase you took earlier. Take it down to the level below and keep going on until you're in the basement next to the WHISKEY CASES. Use the poison on one of them then get out of the way quickly to avoid the butler.

The onscreen messages will let you know when Alistair has been poisoned by the whiskey, so all you have to do now is rescue Giles – but, sadly, this is the toughest part of the mission. He's hidden in the stables, so check your map and you'll see that it's the large building on the left side. Make your way there (keeping away from the guards and the dogs) and, after going through the double doors at the front of the stables, walk through until you're out the other side. Now look around for a TV, which, after you've switched it off, will cause all the guards to leave the stables to turn it back on. We're sure it only really needs one of them to do it.

KILL ALL THE HORSES

Go into their rest room and pick up the STABLE KEY from the wall. Now, when you leave this room, head into the one next to it to find some WEED KILLER in a watering can. Add this to the water supply to kill all the horses, and then head into the stables to free Giles. With Giles happily legging it off into the sunset, work your way carefully back to the mission's starting point for the end. ■

MAP 1



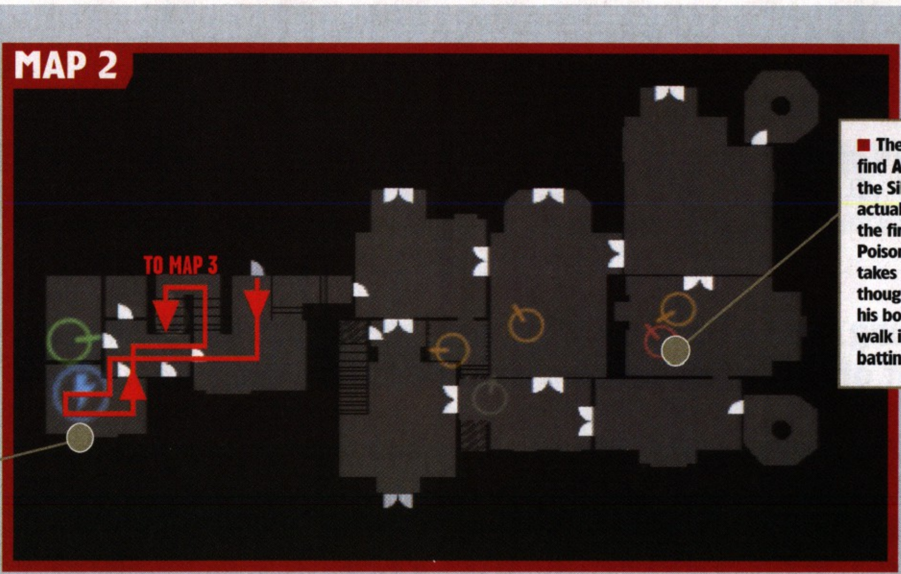
■ **This is the best way to get into the house. Using a trapdoor in the corner of the maze, you can access the house's wine cellars and, from there, get into the house itself. Of course, you can also go round the maze and through the main doors , but you'll make your life infinitely more difficult.**

■ **This is the stable where you finish the level. See map four on the opposite page for a more detailed plan of the inside. The electrical symbol on the outside is important though: it provides the power for the TV that the guards are watching inside the stable. Turn it off to draw them out and then get inside and free Giles Northcott. Job done.**

■ **The dogs are in here and they're a complete pain in the arse. Get within a sniff of them and they'll bark to alert the guards. The best way to get around the problem is to drop into sneak mode and edge around their pen and up the ladder.**

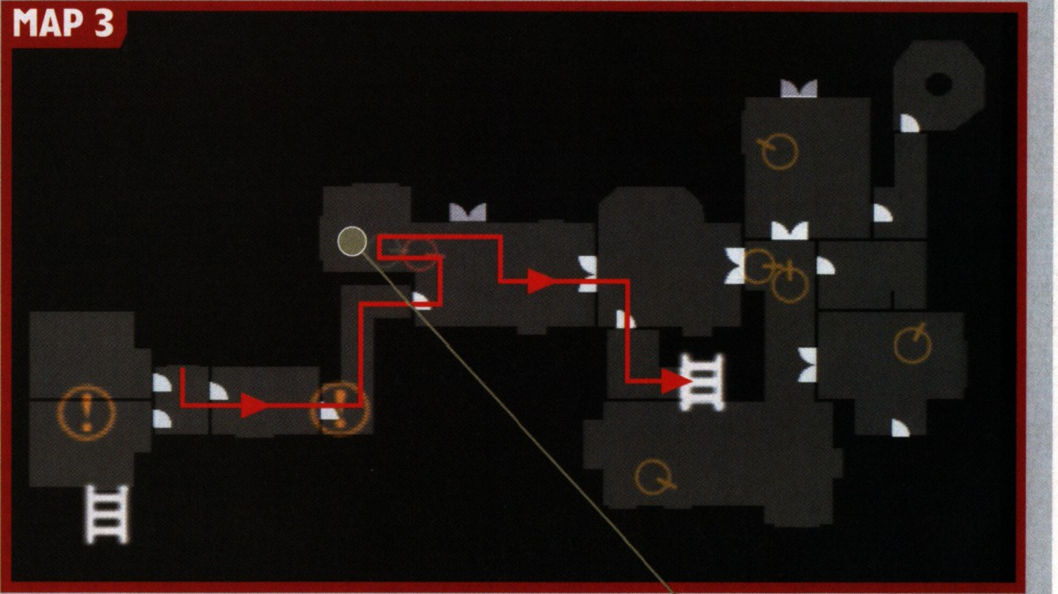
■ There's a switch in here that switches off the hot water supply and, if you're worried about being spotted by the maid in the shower, flick the switch to get her to come down. That way, you can wander through the bathroom in peace.

MAP 2



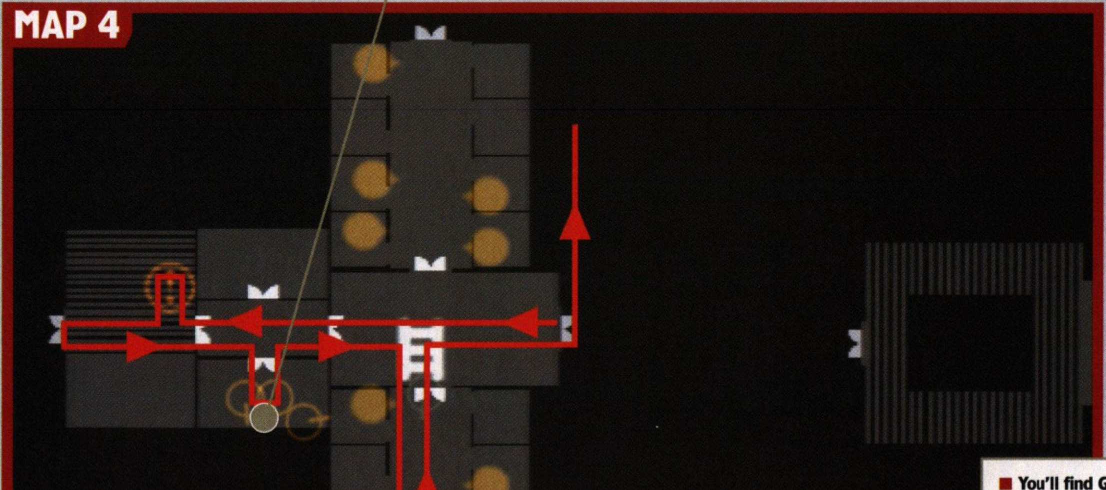
■ The red circle in here shows where you'll find Alistair Beldingford – but if you want the Silent Assassin rating then you'll never actually meet him. He's got his feet up by the fire, sipping whiskey with his guard. Poison the whisky and watch as the butler takes it into him. If you like things bloodier, though, you could knock out the butler, hide his body and then take his clothes. You can walk into Beldingford without his guard even batting an eyelid. Couple of bullets later...

MAP 3



■ Nearly all of the guards in the stables are to be found in here, watching the telly. Unfortunately for you, though, there's also a key in here you need... so what do you do? As we said on map one, you need to get around the back of the stables and have a fiddle with the electrics.

MAP 4



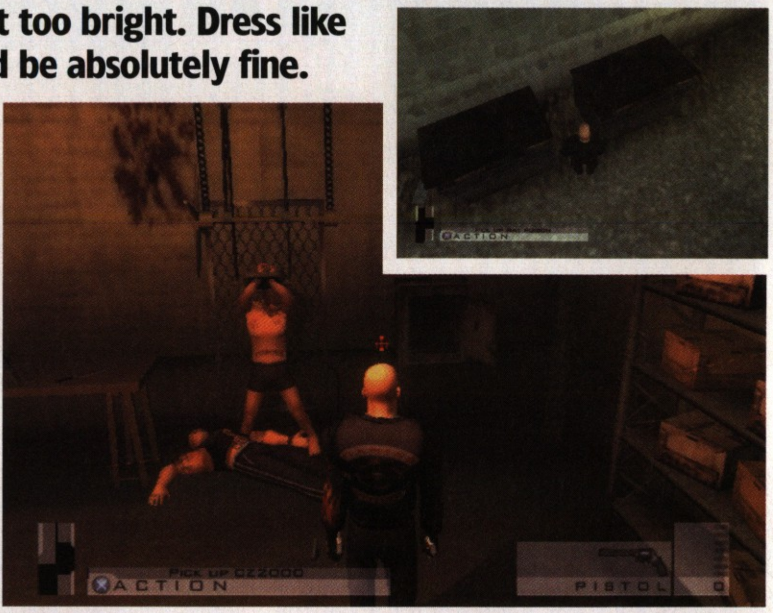
■ Sir Winston Beldingford. Use Sneak to get close to him... then suffocate him with a pillow. Silent Assassin? Ta.

■ You'll find Giles in the end stable, but make sure you've collected the key first. You'll also need to drop some weedkiller into the water supply in order to silence the horses – or they'll nay themselves silly until the guards appear. Alternatively, you can just shoot them.

MISSION 5: RENDEZVOUS IN ROTTERDAM

☐ Assassinate Klaas Teller ☐ Assassinate Rutgert Van Leuven ☐ Retrieve the photographs ☐ Escape

This mission is swarming with bikers, but they ain't too bright. Dress like one of them, keep out of their way and you should be absolutely fine.



Leave the apartment and, after waiting for the bikers to go in first, head into the building opposite. Take the door on the right (bearing in mind there's a biker on the other side of the room) then pick the lock on the door here to take you back outside. You'll find some RAT POISON near the bins, so pick that up and then walk calmly across the yard to the large entrance on the far left-hand side.

USE THE RAT POISON

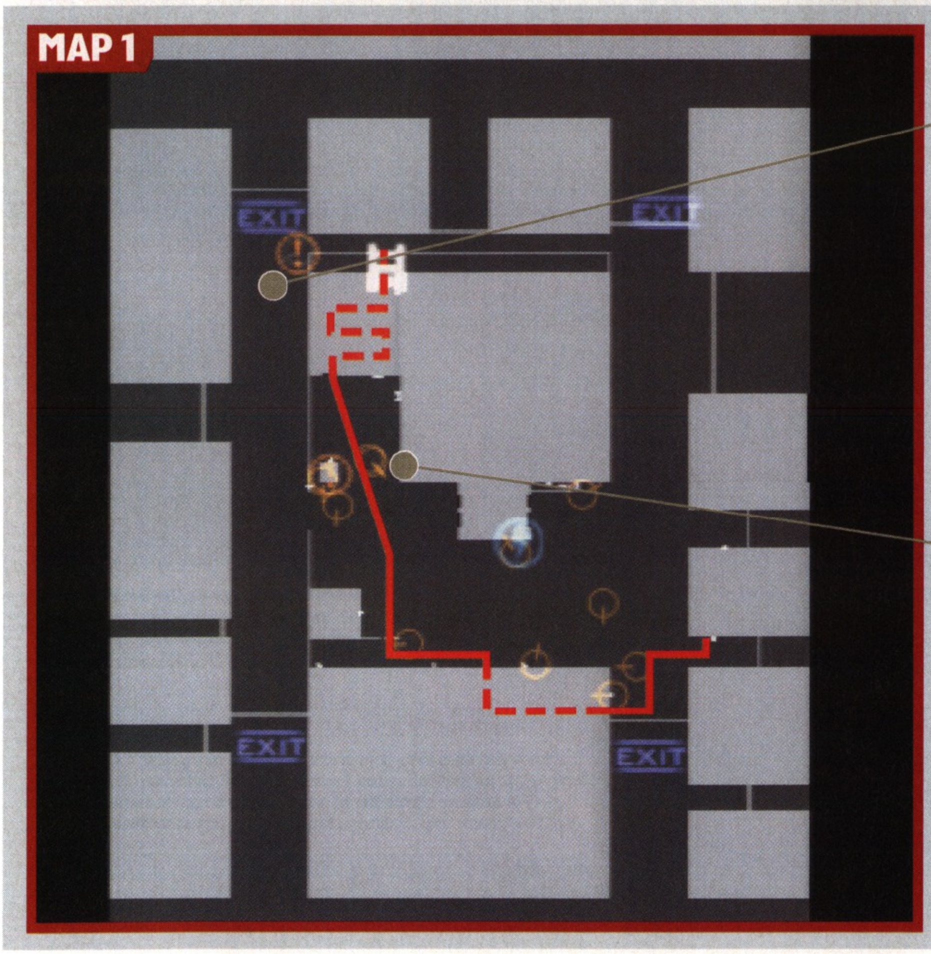
There's a switch on the wall in the right-hand corner, and, after you've flicked it, head around to the left (as a guard comes to switch the power back on) and through the door he was guarding. Go up the ladder and check the map to make sure the coast is clear in the next room. If it's empty, go in and use the poison on the INKPOT you spot on the desk, then quickly go back out the way you came in. After Rutgert poisons himself, go back in, take the SAFE CODE and KEYCARD from him and head out the door on the right hand side.

Your next stop is the office in the bottom right-hand corner of the map, so check where you need to go and head down there to find the PHOTOS in the wall safe – a guard may pop in on his rounds, so keep an eye on the map to make sure the coast is clear. If a guard comes in when you're in there, hide behind the sofa.

KILLING KLAAS

With the photos in your possession and the gang leader dead, you only need to kill Klaas to finish the mission. Look at the map again and, in the basement, you'll see a point of interest at the top. When the room's empty (apart from Klaas, obviously), nip in and kill him.

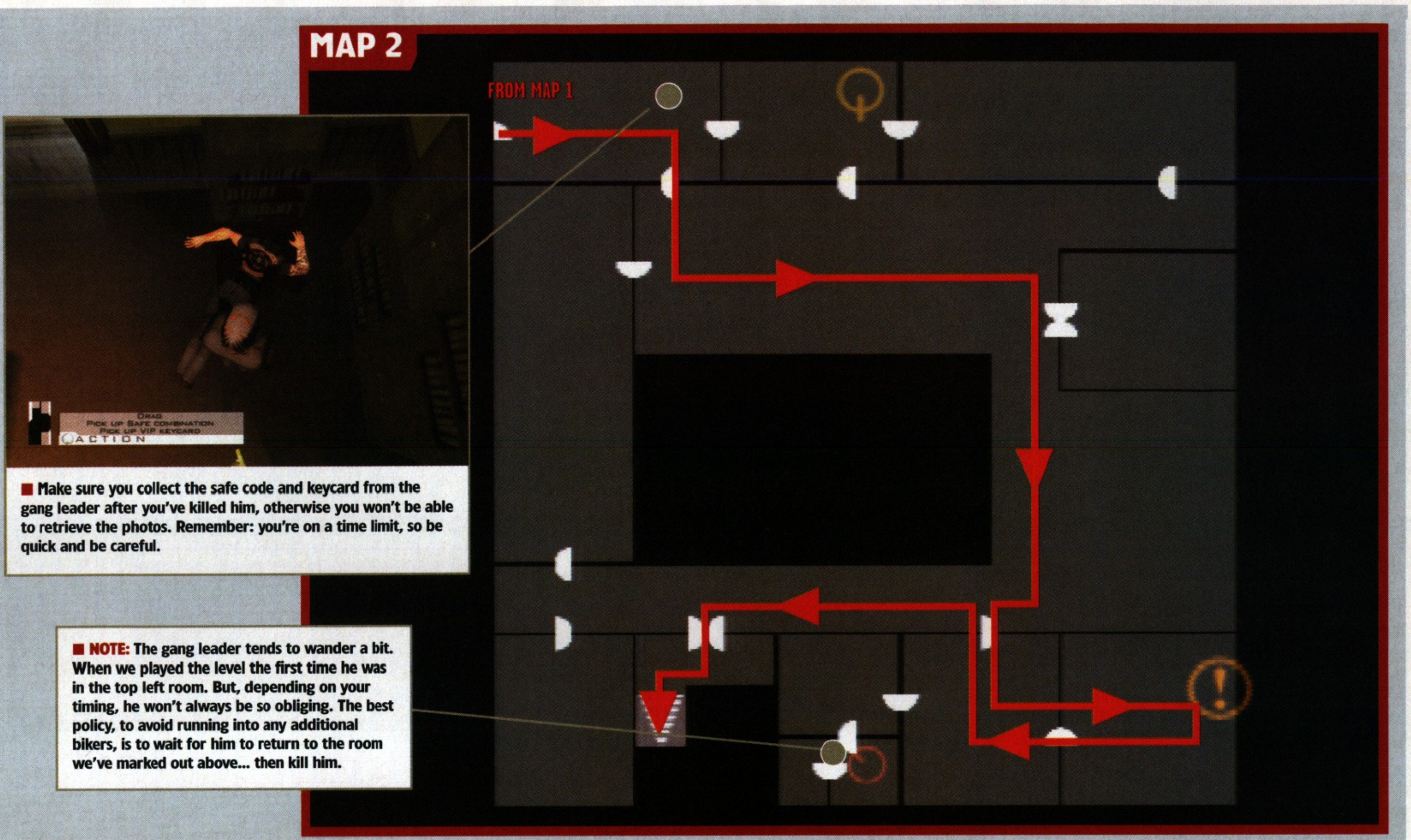
Now you need to sneak your way back outside to the guard box by the main entrance. Walk behind here and there's a small exit in the metal fence, so go through here and off to the right to end the mission. ■



■ **There are four exit points in this mission, in opposite corners of the first map. Research has shown that this one, in the top left-hand corner, is the easiest one to use, as you're far less likely to be spotted by one of the bikers.**

■ **This is the guy who's after the photos, so feel free to kill him if you wish. By the time you spot him, though, you should have the photos in your possession, so you might just decide to ignore him.**

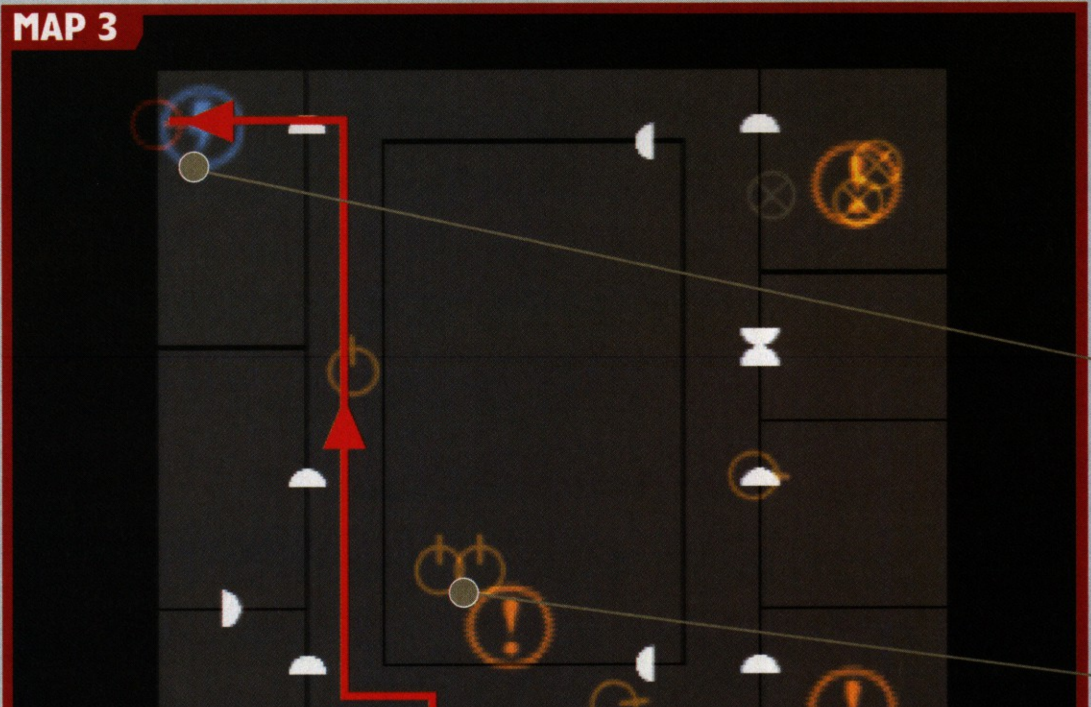
MAP 2



■ Make sure you collect the safe code and keycard from the gang leader after you've killed him, otherwise you won't be able to retrieve the photos. Remember: you're on a time limit, so be quick and be careful.

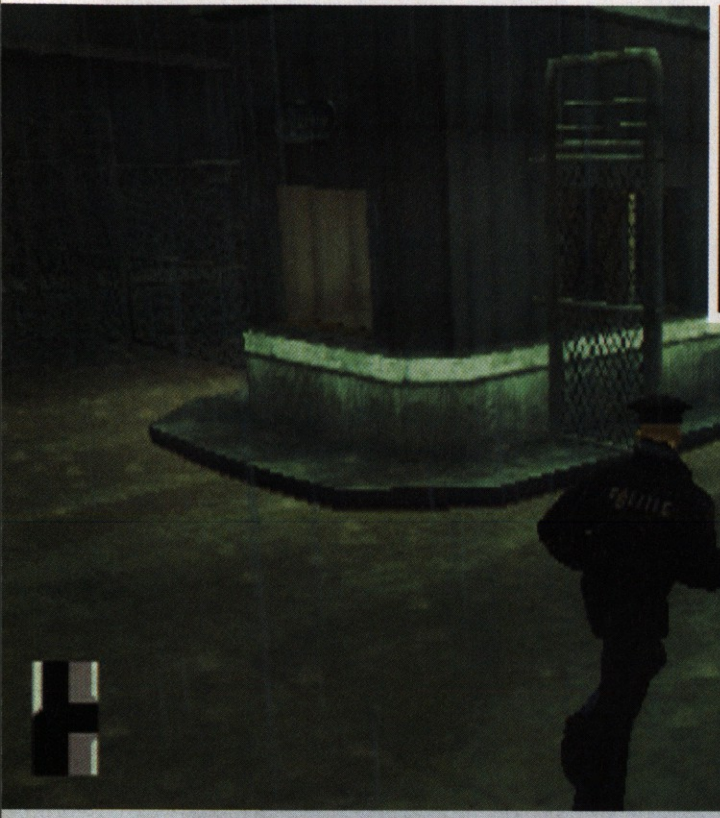
■ **NOTE:** The gang leader tends to wander a bit. When we played the level the first time he was in the top left room. But, depending on your timing, he won't always be so obliging. The best policy, to avoid running into any additional bikers, is to wait for him to return to the room we've marked out above... then kill him.

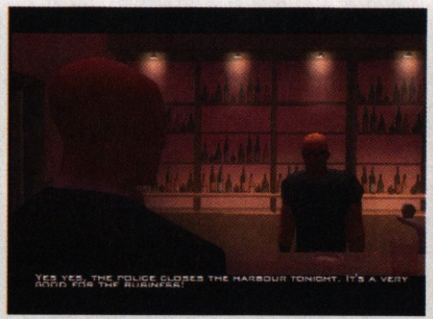
MAP 3

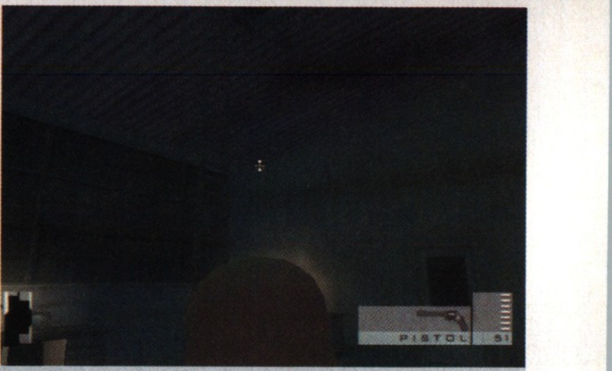


■ He's already been tortured to within a whisker of death, so it doesn't take much to push Klaas over the edge. After you've killed him, look over to the left and you'll spot a couple of tables well stocked with a wide range of weaponary.

■ If you've got a couple of minutes spare, why not head into this room for a spot of target practice? There are two guards here shooting targets, and if you kill them and stand in one of the stalls, you can take a few shots at one of the targets yourself.




YES YES, THE POLICE CLOSES THE HARBOUR TONIGHT. IT'S A VERY GOOD FOR THE BUSINESS!



Police protection: Dressed as a copper? You'll get through here with no problems if you are.

MISSION 6:
DEADLY CARGO

☐ Assassinate Boris Ivanovich Deruzhka ☐ Escape

You'll need to be quick in this mission, as you're up against the clock. If you take too long, then the terrorists will escape with the bomb in the helicopter. And you really don't want that to happen.

From the start, walk towards the club on your right. Opposite the club is a guard and a car, and they're waiting for the delivery of the bomb to take to Boris. Thankfully, though, you can earn yourself a bit of time by nipping into the club and killing the gang's leader.

Enter the club and go up the staircase to the upper floor. If you check your map, you'll see that, the room opposite the stairs has a gang member in it – this is the man you need to take out. When you go into the room you'll spot him looking out of the window. If you use the sneak button, you can get quite close to him, or if you use a silenced gun, you can kill him easily from a distance. Leave the club and head off towards the boat.

HEAD FOR THE POLICE STATION

Go to the left side of the police station and you'll spot a switch on the wall. If you turn it off and then hide in the box next to it, you can easily steal the POLICE UNIFORM off the policeman who comes to switch it back on again – make sure to hide the body in the cargo crate, so he's not spotted by any cops. Now you're safe to walk through the gates of the police station and into the harbour itself.

At the end of the road, there's a warehouse on the left with a small door. Head in here and look for the entrance into the sewers. Go down and follow them to the last exit on the right. Now, when you come up, you'll find yourself in the end warehouse. There are two staircases up to the higher level, but you want to take the one that's nearest the boat. Go along the walkway and, in the room at the end, you'll spot a ladder up to the roof.

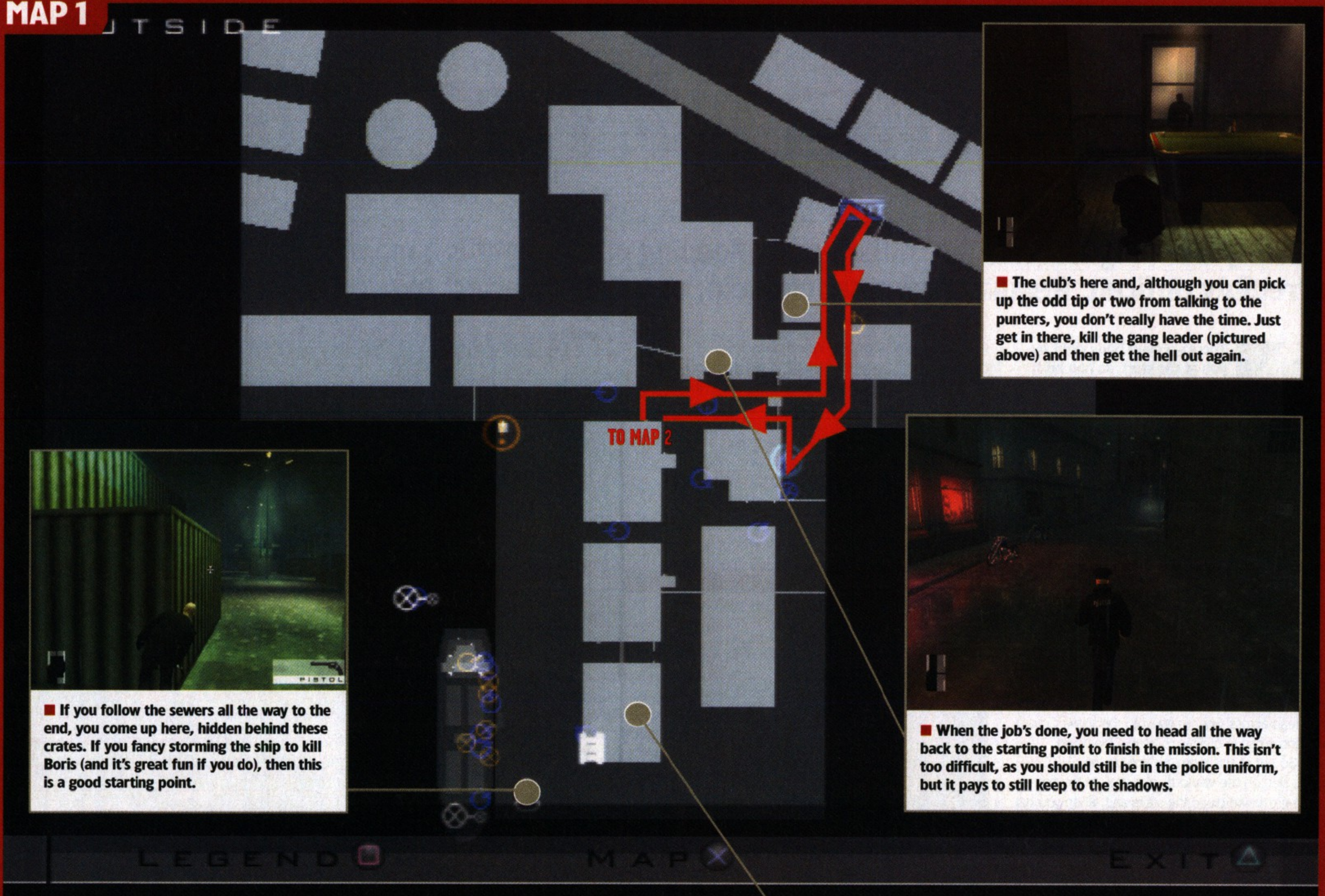
GET THE SNIPER RIFLE

When you get onto the roof of the warehouse, look immediately over to the right and you'll spot the sniper. Don't worry about him noticing you, as he's far too busy watching Boris. Once you've killed him, pick up his SNIPER RIFLE and look for Boris. If you point the sights towards the ship, you can make out the top of his shiny head on the bridge.

One clean shot should see him dead as a dodo, then you've got to make your way back to the exit point. To avoid unwanted attention, work your way carefully down to the bottom level of the warehouse (checking your map all the time to make sure that there aren't any guards or SWAT team members lurking about), then back down into the sewers. Follow them back to the start, and then leg it back to your starting point looking out for guards and the police along the way.

Mission complete. ■

MAP 1

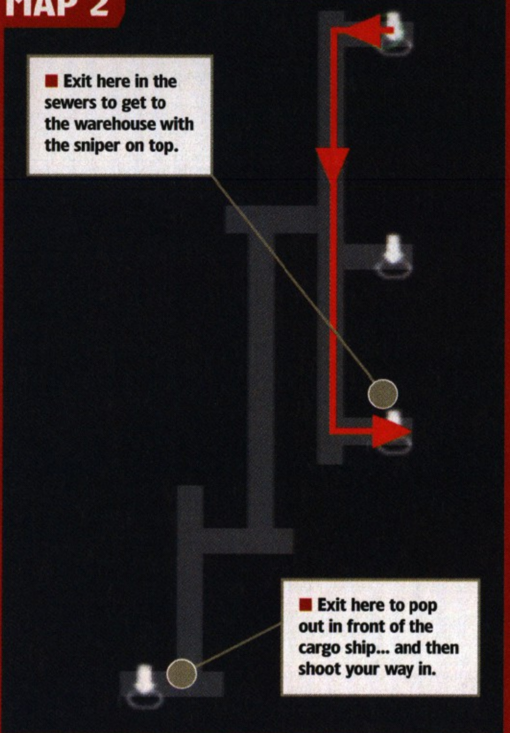


■ The club's here and, although you can pick up the odd tip or two from talking to the punters, you don't really have the time. Just get in there, kill the gang leader (pictured above) and then get the hell out again.

■ If you follow the sewers all the way to the end, you come up here, hidden behind these crates. If you fancy storming the ship to kill Boris (and it's great fun if you do), then this is a good starting point.

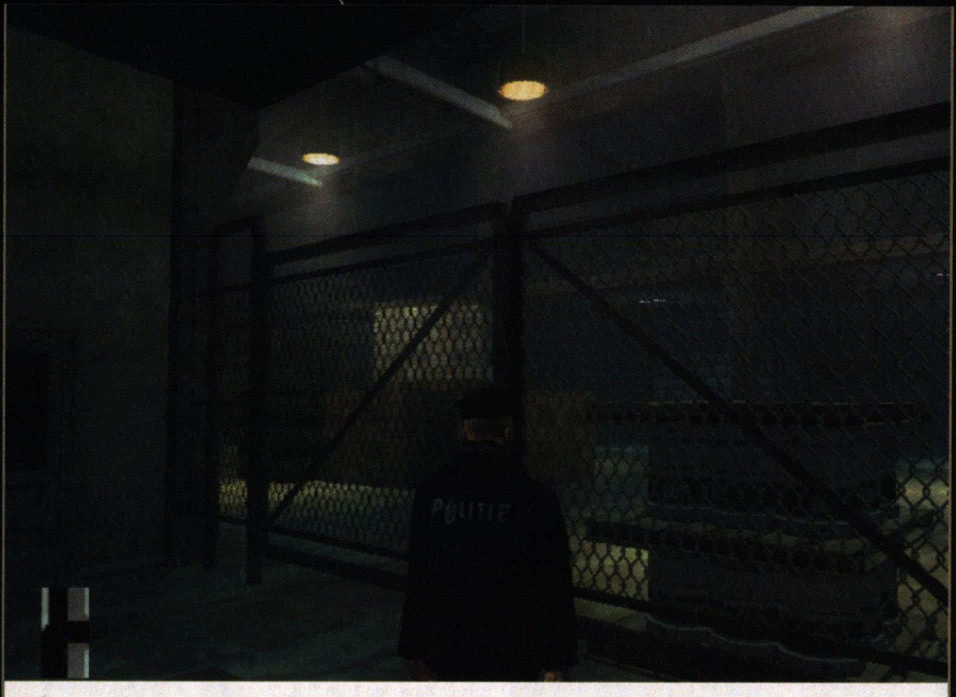
■ When the job's done, you need to head all the way back to the starting point to finish the mission. This isn't too difficult, as you should still be in the police uniform, but it pays to still keep to the shadows.

MAP 2



■ Exit here in the sewers to get to the warehouse with the sniper on top.

■ Exit here to pop out in front of the cargo ship... and then shoot your way in.



■ Come out of the sewers at this point and you'll come up in the warehouse with the sniper on the roof. Make your way up to the roof, kill the sniper, nick his gun and pop off the bad guy... it all sounds so simple, doesn't it?

MISSION 7:
TRADITIONS OF THE TRADE

☐ Assassinate Franz Fuchs ☐ Assassinate Fritz Fuchs ☐ Retrieve the Chemical Bomb ☐ Escape

Possibly the toughest mission in the game. Keeping out of sight is a major part of the level and incredibly difficult. Regular saving should help, as will our perfect mission guide, naturally...

There's a dead body right by you at the start, so nab his ID CARD and drop all your guns. You're now going to have to walk right up to the entrance to the hotel and, as long as you're not packing any weapons and have the ID, then you should be able to walk in without any problems. When you're in the hotel itself, head up the staircase in front of you and off to the right. Look for the bellboy and follow him – take the MASTER KEY from the lock when he enters the first room to clean it.

Now head down the corridor and turn to the left before you get to the guard. Pick up the BELLBOY'S UNIFORM and TOWEL from the closet, then enter the guarded room, pick up the gun from the table and quickly leave. Quickly go into room 203, kill the guard on the balcony next door, and then leap across. Sneak (L2) into the shower room and pop a cap in ol' Franz's head. One down.

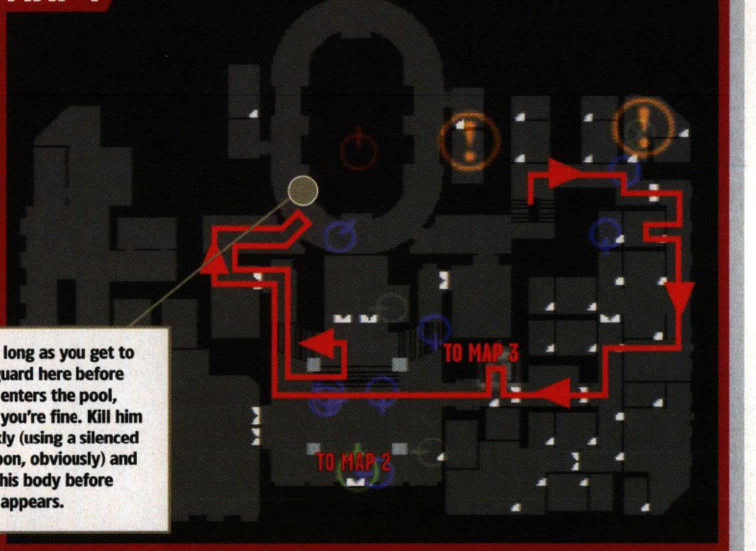
Go out of this room, picking up the SUITCASE by the bed on the way out, and around the corner from here. Head down the stairs and, when you get to room 108, wait until the policeman has entered the shower before nipping in and stealing his clothes. Now find a lift and take it to the third floor. Deactivate the metal detectors with the switch in the 'Hotel Security' room, just around the corner from the lift. Now go back to the ground floor, head out of the hotel and pick up your weapons.

Go back into the hotel, and when the coast is clear, head through the door to the left of the main staircase. Kill the guard by the pool, hide the body and then shoot Fritz when he shows up for his dip.

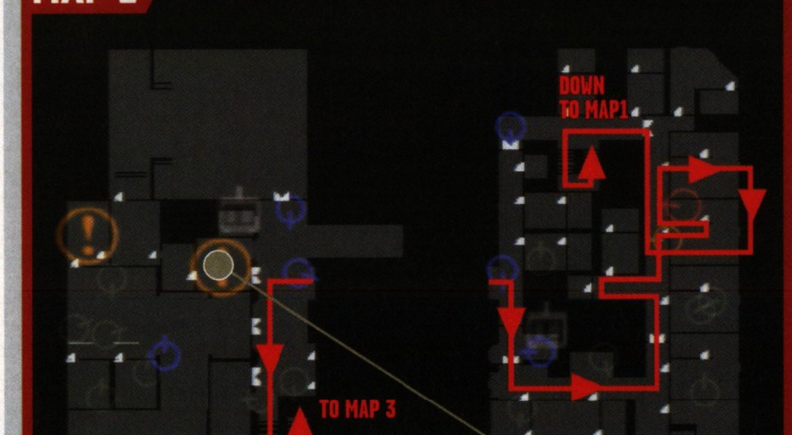
Finally, look at your map and, in the top left-hand corner of the third floor is a flashing point of interest. Go to it, collect the CHEMICAL BOMB and then run out of the hotel as fast as you can. ■

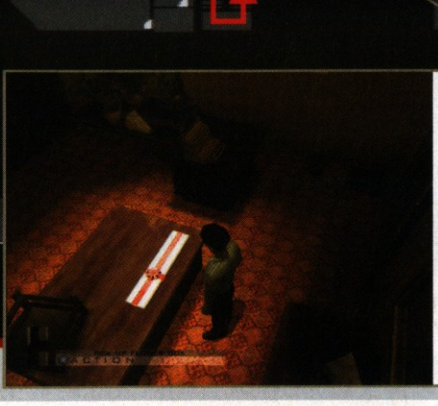
■ **As long as you get to the guard here before Fritz enters the pool, then you're fine. Kill him quickly (using a silenced weapon, obviously) and hide his body before Fritz appears.**

MAP 1



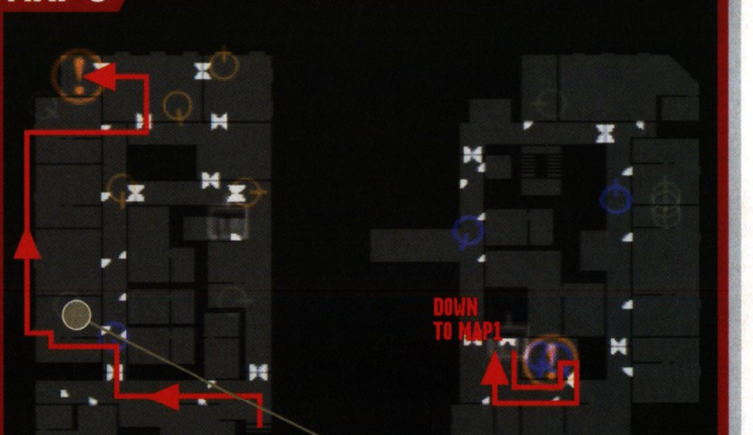
MAP 2

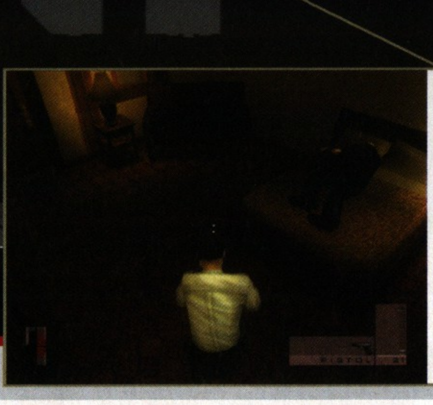




■ **There's an alternative scenario for this level involving a bunch of flowers someone's conveniently left in one of the rooms for you. We'll give you more info in our complete Silent Assassin guide next issue. But as a sneaky teaser, why not turn to our Have You Seen This...? section on page 128 for more. (Here's a taster: it involves chloroform and the toilet.)**

MAP 3





■ **When you get to this point and you're after the chemicals, nip into the first room on the left, sneak past the sleeping man and head out to the balcony. You can now leap across all the balconies to sneak up behind the guard at the end of the corridor. The alternative is to shoot your way through the guards – do that and all hell breaks loose, unfortunately.**

MISSION 8:
SLAYING A DRAGON

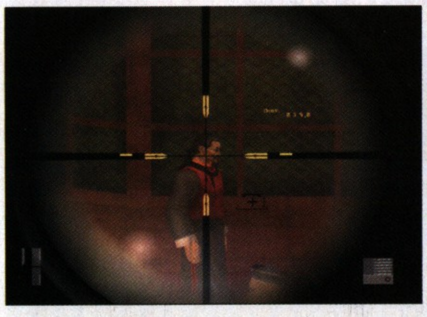
☐ Assassinate Red Dragon Negotiator ☐ Ensure Blue Lotus Negotiator Survives ☐ Escape

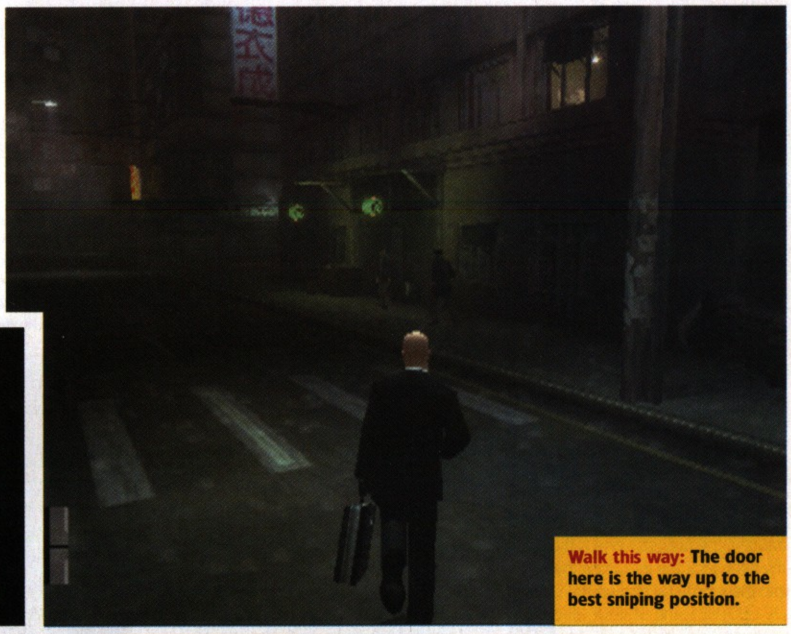
Getting the kill without being spotted is much harder than it looks, as there are guards swarming everywhere.

There's a meeting being held between two leaders of the Triads, so, as you'd expect, there are armed guards everywhere. Look on the map and you'll easily spot the park area in the middle – with the red target in the middle. You'll need to head to the building just to the right of the park, though, so head over in that direction and, when you find the apartment block with green lanterns outside of it, head through the door.

You'll need to be quick, as a civilian is on his way up to the room, so get to the second floor, pick the lock of the door to your left and head in. Shoot out the lights, unpack the SNIPER RIFLE and take out the target. If the guards are alerted to your presence, nip out with the BOMB DETONATOR and head into the room next door. Wait until the room's full of confused guards and let 'em have it.

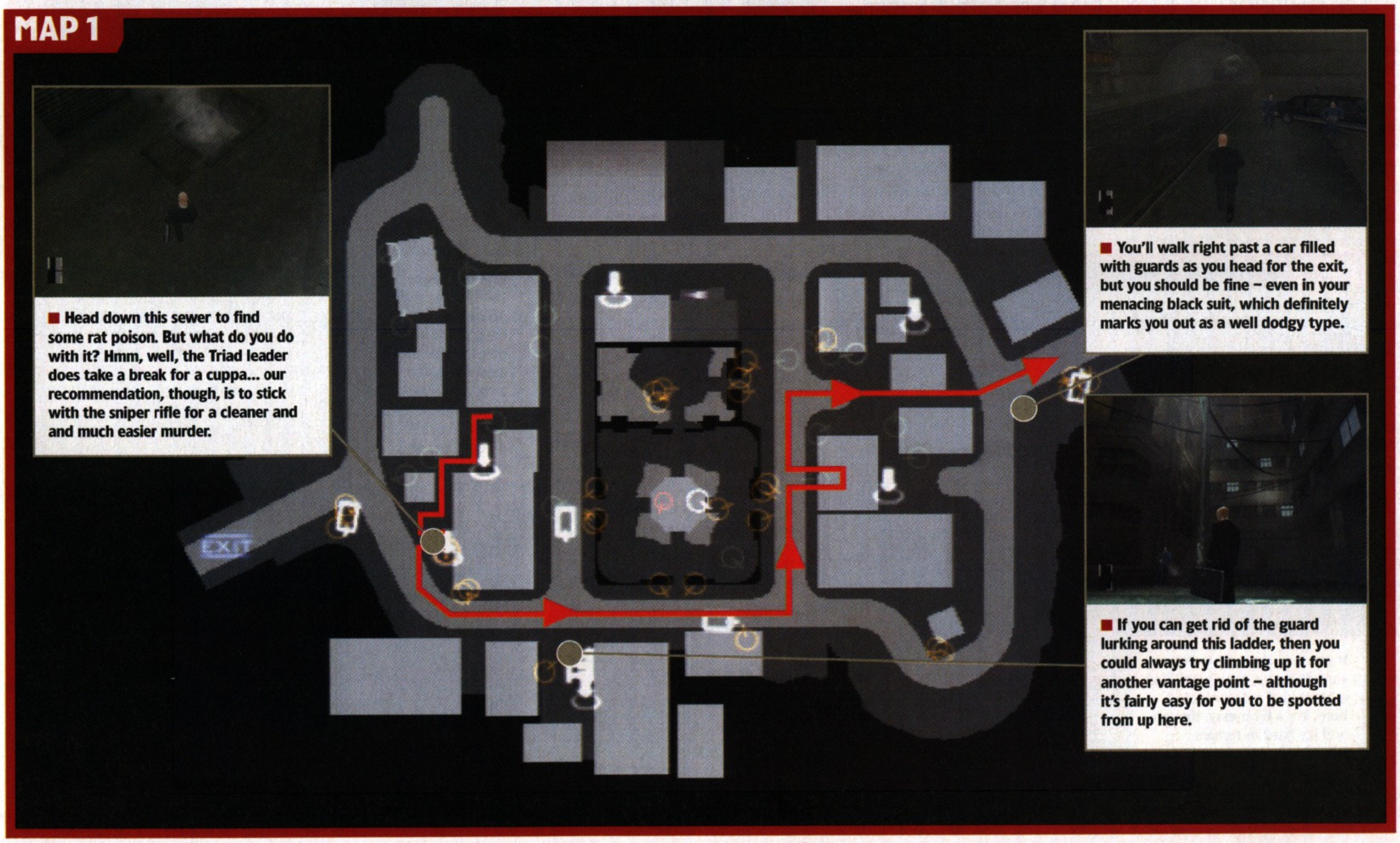
You can leave the case behind if you wish, but now all you have to do to end the mission is find the exit. Check the map and you'll see that it's over on the far right of the map. If you've been sneaky enough, you should be able to leave the apartment block and reach the exit point without any fuss. ■





Walk this way: The door here is the way up to the best sniping position.

MAP 1



■ Head down this sewer to find some rat poison. But what do you do with it? Hmm, well, the Triad leader does take a break for a cuppa... our recommendation, though, is to stick with the sniper rifle for a cleaner and and much easier murder.

■ You'll walk right past a car filled with guards as you head for the exit, but you should be fine – even in your menacing black suit, which definitely marks you out as a well dodgy type.

■ If you can get rid of the guard lurking around this ladder, then you could always try climbing up it for another vantage point – although it's fairly easy for you to be spotted from up here.

MISSION 9:
THE WANG FOU INCIDENT

☐ Assassinate Blue Lotus Negotiator ☐ Assassinate all Blue Lotus Triad Members ☐ Escape

There are plenty of guards around, but, to be honest, they're pretty thick, so ignore the ones you don't need to kill and waste the rest.

Check out the map and look for two red circles in the top right-hand corner – these are two guards patrolling a checkpoint. Head over to them (any way you want) and take both guards out. If you hide behind the wall in front of them, then you can kill one without being spotted by the other. Now look at the map again and head for the ladder in the main building.

Watch out at the top of the ladder, as there's a guard patrolling the balcony around the corner. Wait until the coast is clear, and then shoot him with a silenced weapon. There are three doors up on this balcony; the only safe one is the one on the right. Pick the lock, drag the body into the room and pick up the CHANGE OF CLOTHES and SNIPER RIFLE.

FIND THE NEGOTIATOR

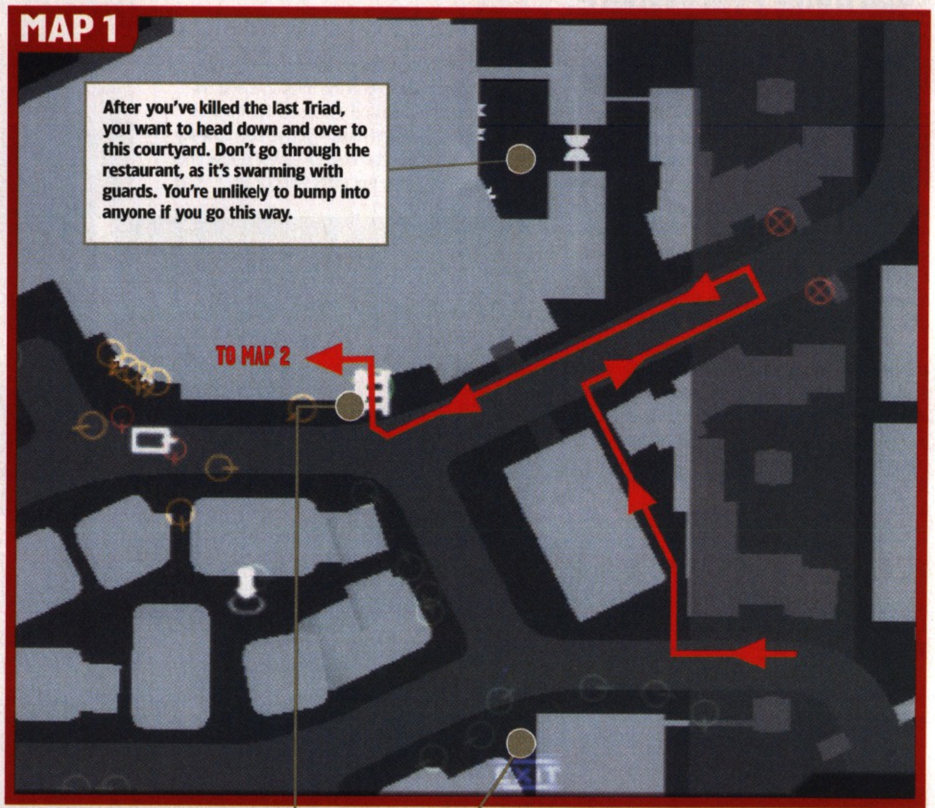
Look at the map again and you'll spot a guard in the next room. Wait until he's facing the other way, then creep out and towards the lift – but don't go in it. There's another guard beyond the next door, so you might have to hang around for a while until he moves out of the way. When he eventually does, go out and look down to the floor below for the target – checking your map again should show you exactly where he is. The Negotiator is sat at the table and you'll need to go around to the right of the balcony to get a clear shot at him.

KILL THE REMAINING TRIADS

You'll need to move quickly after taking out the Negotiator, as the guards below (although not spotting you) will come up to find the source of the attack, but there are two more targets to kill first, so quickly check your map and then look out for the guards in blue. You're short of ammo here, so make every hit count. You should have just two more Triad members to kill, so head back, past the elevator, around the corner to the left, through the door, then through the next one on the right. Keep going through until you reach the bridge. Go over it, but look down and to the right and (by checking the map) you should spot the last two Triad members. You should also have a few more shots left. Use them.

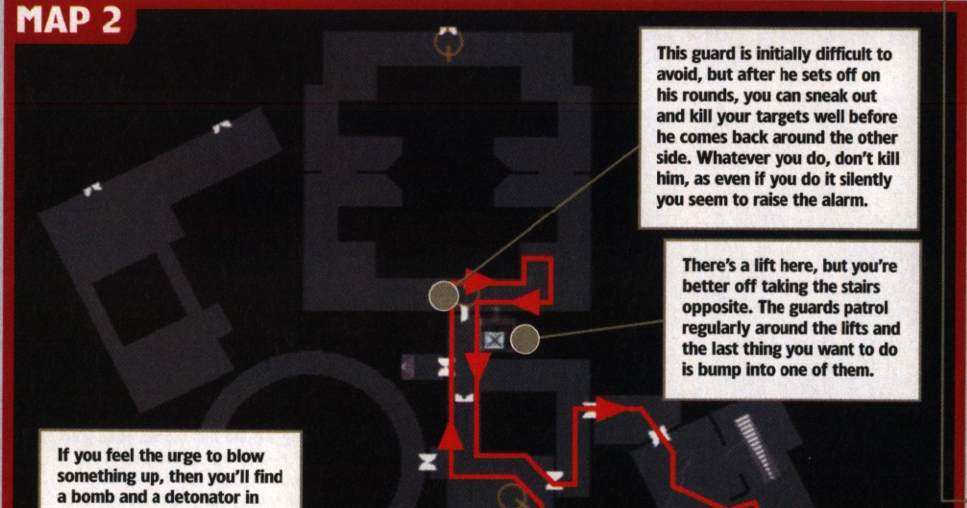
With the last two dead, go back over the bridge, down the stairs on the right and continue on through the rooms until you find yourself outside in a courtyard. Head through the double metal doors in front of you and then simply work your way around the front of the restaurant (keeping a safe distance between you and the guards) and you'll find the exit in the middle of the map. ■

MAP 1



After you've killed the last Triad, you want to head down and over to this courtyard. Don't go through the restaurant, as it's swarming with guards. You're unlikely to bump into anyone if you go this way.

MAP 2



This guard is initially difficult to avoid, but after he sets off on his rounds, you can sneak out and kill your targets well before he comes back around the other side. Whatever you do, don't kill him, as even if you do it silently you seem to raise the alarm.

There's a lift here, but you're better off taking the stairs opposite. The guards patrol regularly around the lifts and the last thing you want to do is bump into one of them.

If you feel the urge to blow something up, then you'll find a bomb and a detonator in here. It's a bit messy, though, and it's hard to remain unseen when you're letting off bombs all over the place.

■ When you're finally done with killing everybody, head over to this point to find the exit. It's tucked away perfectly, so you should be able to reach it without any of the guards raising the alarm.

■ After killing the two guards, you want to head for this ladder. Climb up quickly, as there's probably a guard patrolling close by, then take out the guard around the corner on the balcony. Make sure he's looking the other way before you do, though.

MISSION 10:
THE SEAFOOD MASSACRE

☐ Assassinate Red Dragon ☐ Conceal body ☐ Assassinate Chief ☐ Assassinate Blue Lotus ☐ Place Amulet ☐ Escape

This is a surprisingly easy mission, considering you're nearing the end of the game. But we hope your sniping skills are perfected by now...

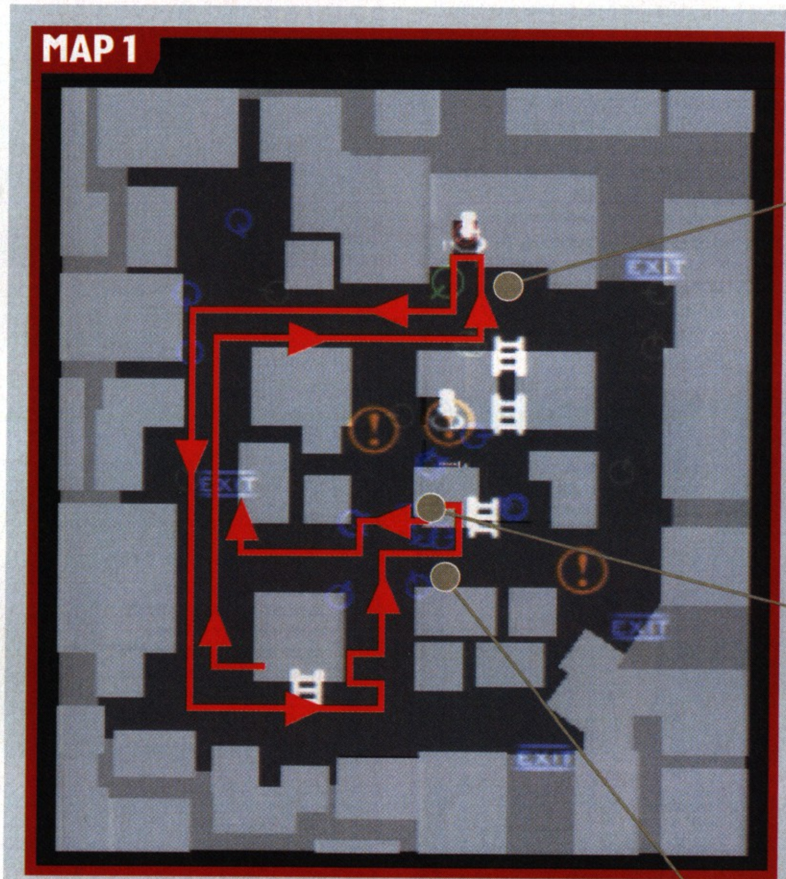
Your first job is to head over to the top right-hand corner of the map and you need to do this quickly. You'll soon spot the Red Dragon's negotiator walking along the road, so run into the alleyway here and go behind the yellow skip. Duck down and, when he stands next to you for a quick wee, take him out. You've still got to be quick, though, as the civilians on the other side of the road will quickly sniff a rat, so go to the body and drag it over the entrance to the sewers – where it should fall down.

You'll need his CLOTHES and the AMULET – and make sure you keep the SUITCASE with you at all times. All that done, go back to your starting position, down to the bottom left-hand corner and then look around the corner. You should now be stood next to a scaffolding tower, and, if the coast is clear, feel free to climb up it.

ONLY GOT ONE SHOT

Go as high as you can up the scaffolding, then head around the corner. You need to be very careful now, as the streets below you are swarming with police and gang members. Using the flapping banner as cover, look across to the restaurant and you should be able to spot both the Police Chief and the Blue Lotus Negotiator. The only problem is that you probably won't have time to aim and fire two shots, so you've got to take them both out with one shot. Take your time and only fire when you've got both heads lined up.

Leave the rifle up here and head back down to the streets. Go around to the entrance to the restaurant, up to the second floor and place the Amulet on the table in the corner. Now get out of as quickly as possible and head for the exit. ■

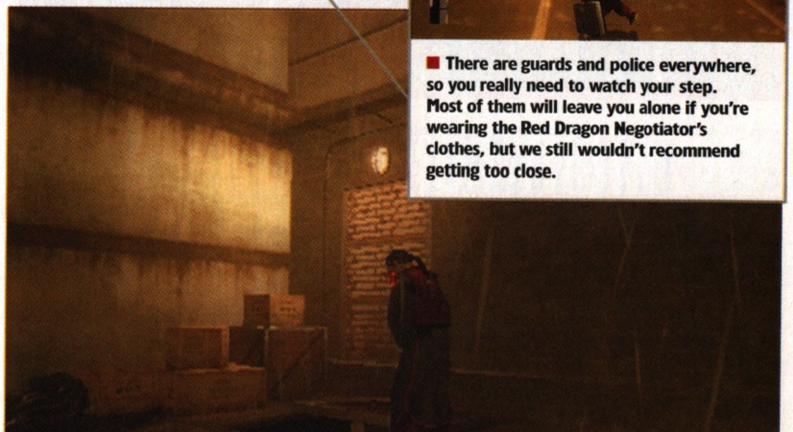


■ **If you don't fancy squatting down behind the skip, you could always just follow the Red Dragon Negotiator down into the alley and shoot him from behind. There's more chance of being spotted, though.**

■ **It's not even that safe in the restaurant. If you've been spotted, then you'll need to try and avoid the sniper that's encamped on the rooftop opposite. A couple of hits from him (or her) and you're history.**

■ **There are guards and police everywhere, so you really need to watch your step. Most of them will leave you alone if you're wearing the Red Dragon Negotiator's clothes, but we still wouldn't recommend getting too close.**

The money shot: Kill both targets quickly to earn your dosh.



MISSION 11:
LEE HONG ASSASSINATION

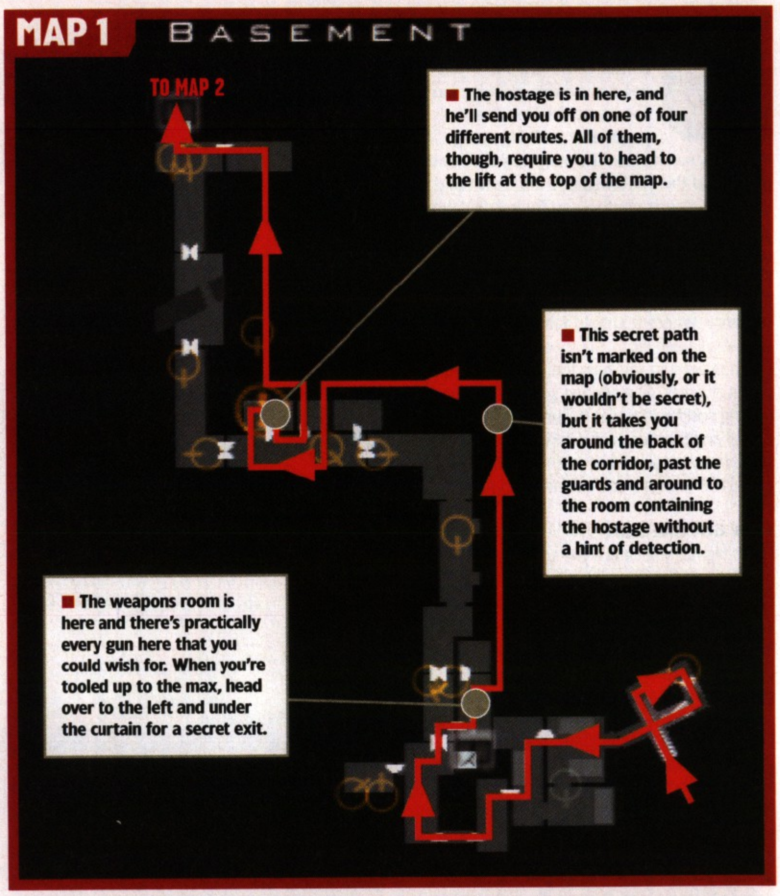
☐ Assassinate Triad leader ☐ Obtain Jade Figurine ☐ Escape

A slightly different twist now, as there's a point in this mission where it branches off to one of four endings. Naturally, we've found and beaten all four for you.

This is familiar territory for you, as Codename 47 played through this location in The Wang Fou Incident. This time, though, we're going through a different part of the map. From the top, look at the map and you'll spot a courtyard to the right of the restaurant – this is our way in. Go there, go quickly through the metal doors and hide behind one of the skips there. When a guard (eventually) appears, wait until he's got his back to you, then kill him, drag the body back behind the skips and take his CLOTHES.

Enter the building through the door the guard came out of and then look at your map again – don't worry, you're safe here, so take your time. There's an elevator not far away, so follow the route to it, then go through the double doors in front of you and take the door to your right. This room's full of weapons, so take what you need, then look for a secret door hidden behind a curtain on the other side of the room. Look at the map again and you'll see a point of interest up and to the left... This is where you need to go to next.

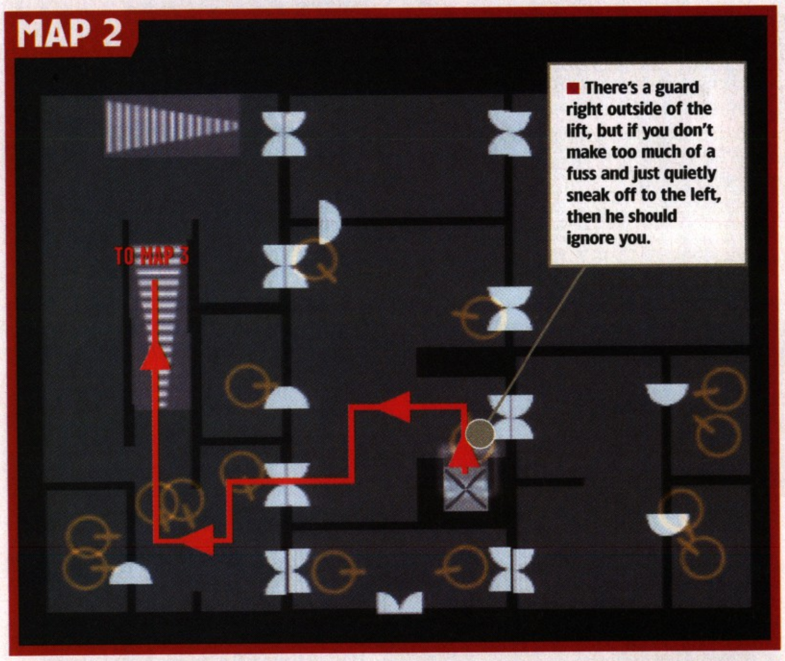
Enter the room and you'll find the missing agent locked in stocks. He's obviously pretty chuffed to be free, and rewards you with the location of the Jade Figurine. Unfortunately for you, though, his answer will be one of four random locations, but, on the plus side, we've got the solution for each one... ■



■ **The hostage is in here, and he'll send you off on one of four different routes. All of them, though, require you to head to the lift at the top of the map.**

■ **This secret path isn't marked on the map (obviously, or it wouldn't be secret), but it takes you around the back of the corridor, past the guards and around to the room containing the hostage without a hint of detection.**

■ **The weapons room is here and there's practically every gun here that you could wish for. When you're tooled up to the max, head over to the left and under the curtain for a secret exit.**



■ **There's a guard right outside of the lift, but if you don't make too much of a fuss and just quietly sneak off to the left, then he should ignore you.**

THE RIGHT COMBINATION

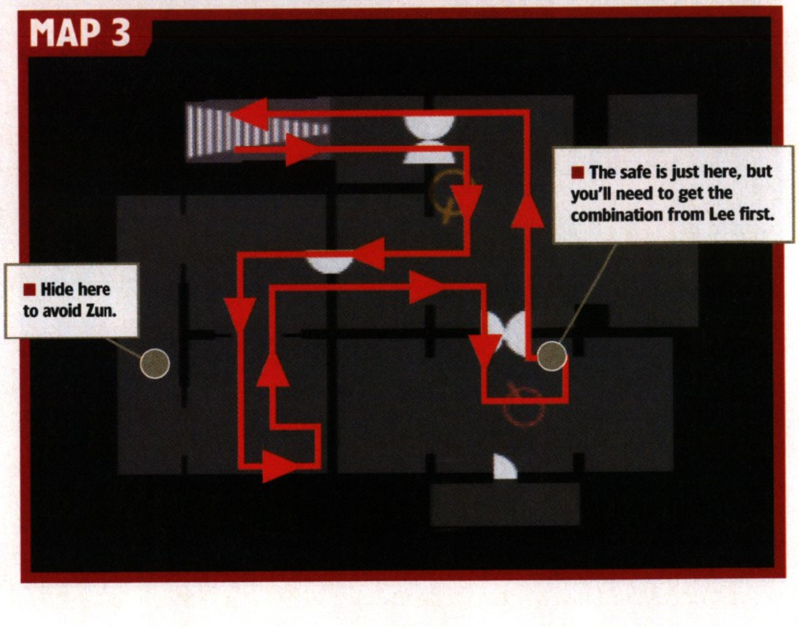
There's a common thread for the four branches and it's that whichever one you're given, you'll need a safe combination from Lee, the Triad leader. To get him, work your way up to the top of the map, to the lift there – don't worry about the guards, as you should be in a guard outfit already – then take the lift all the way up to the top of the mansion.

At the top, walk around the corner to the left and through the double doors in the left-hand corner. Wait here for Zun (and he's a big boy) to come down the stairs and out of the double doors. Then, when the coast is clear, head up the stairs as quickly as you can as Zun is likely to be coming up behind you. Run over to the room on the far right and hide behind the screen here.

Zun will come back in for a while, then go again. After he leaves, pick up the AK-47 (it's hidden in the corner) and walk towards Lee's office. Now this bit's tricky... Open the office doors and Lee will run out and into the room you picked up the gun in. Follow him in and, after a quick headshot, the combination will be yours.

Now, depending on which location the agent gave you for the Figurine, the story branches...

• *See over to the right for the solution to each of the Figurine locations.*



■ **The safe is just here, but you'll need to get the combination from Lee first.**

■ **Hide here to avoid Zun.**

MISSION 11: JADE FIGURINE LOCATIONS

BROTHEL

The agent may tell you that the Figurine is in a safe in the brothel, and here's how you find it without getting found yourself. After you've discovered the safe combination, drop the AK-47 and retrace your steps back to the basement (where you found the agent), then back to the original staircase that took you into the basement (by the courtyard). Now look for the stairs that'll take you up a level and go up them and head down until you reach a bridge.

The brothel is on the other side of this, but you don't want to just barge in through the front door. Instead, go over the bridge and take the balcony around to the left. Leap over the balcony at the end and head through the first door you come to on the right. The safe's in here, so use the combination to get the Figurine and retrace your steps back to find the exit.

OFFICE

This one's much easier, as the Figurine is in the office which Lee rushes out of. After you've killed him, wait until the guard in his office walks out onto the balcony. When he does, run in behind him and into the room on the left. Hide here and, after the guard leaves to continue on his patrol, quickly get to the safe and nick the Figurine.

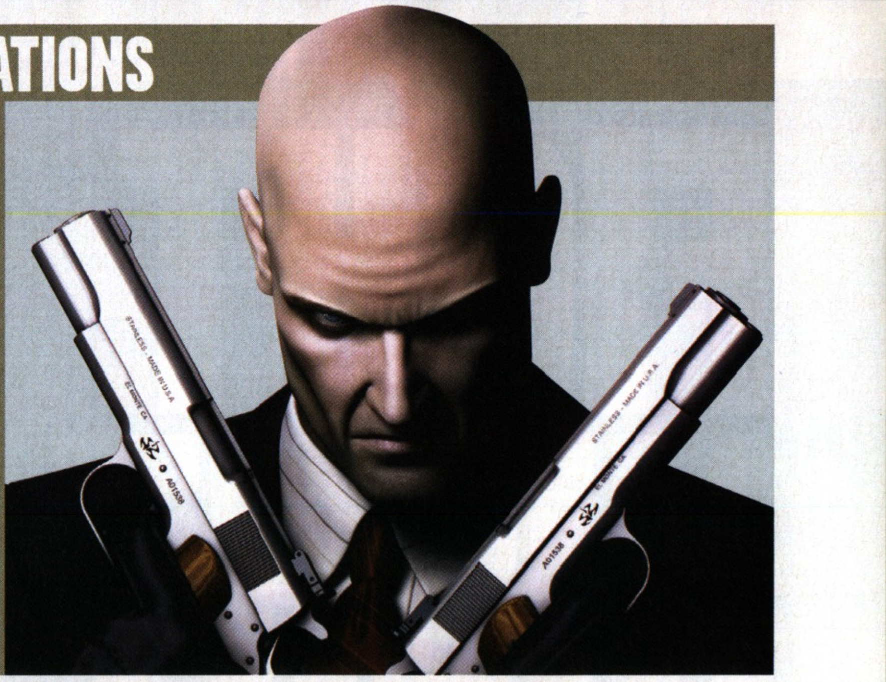
If the guard looks like he's coming back, hide in the side room again, then nip out when he's on the balcony. Now just retrace your steps back through the basement and head for the exit as quickly as you can. No need to hang around!

BASEMENT

There's a room halfway through the basement that's chocka with weapons. It also contains a safe – fortunate, as it's halfway back to your exit. Walk calmly back to this room, open the safe (it's easy to find), nab the Figurine and scarper for the exit. Lovely.

RESTAURANT

Head all the way back through the basement until you're back outside in the courtyard. Now head through the doors, around to the right and up the ladder to the restaurant's balcony. Checking that the coast is clear first, head through the first door you come to on the right and the safe should now be right in front of you. Take the Figurine, then skulk back to the road below and then off to the exit.



MISSION 12:
HUNTER AND HUNTED

☐ Assassinate Inspector Fournier ☐ Assassinate Ambassador Delahunt ☐ Assassinate Tenor Philippe Berceuse ☐ Escape

The final mission, and it's not that long. But it's hard. Oh yes indeed it is hard. It's a fantastic end to the game, though... question is, can you get Codename 47 out of Paris alive? Answer: Yes.

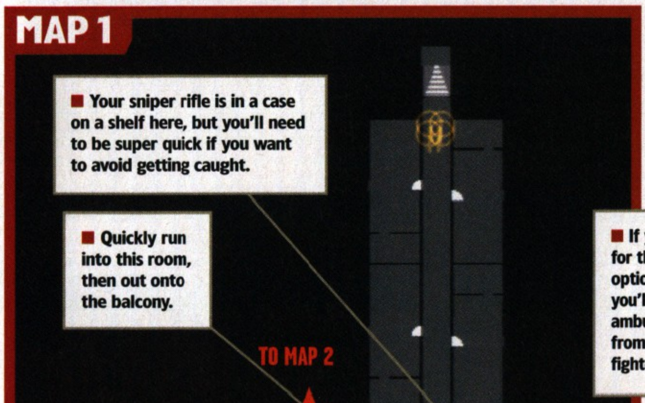
There's a SUITCASE on the shelf to your right, but if you want to get out of the building without alerting the guards, then you really should leave it where it is. Run out of the door, head down the corridor in front of you, and then take the first right into another apartment. Head for the window, and, if you're quick, you can leap across to the roof opposite without alerting any guards.

Run across the roof until you reach the wire mesh, and then check your map to make sure the coast is clear – you really want to drop down when both SWAT team members are heading away from you. Fall down into the open skip and follow the guard on the left, but keep your distance so as not to be spotted.

When the guard heads around to the right (looking at the map), you need to quickly go the other way. Look around the corner and you'll spot an ambulance man in front of a group of police. Take him out with a silent headshot, then carefully walk forward and drag his body back into the alleyway. Take his UNIFORM and AMBULANCE KEY, then carefully walk over to the alleyway above your target.

Take out the Inspector with another sneaky headshot, then quickly run up to the top of the screen and the AMBULANCE that'll very kindly take you to the airport and, thankfully, the end of the game. ■

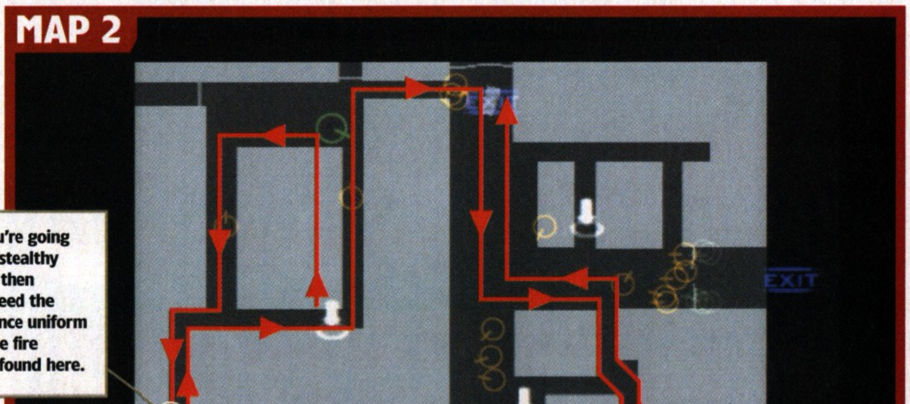
MAP 1



■ Your sniper rifle is in a case on a shelf here, but you'll need to be super quick if you want to avoid getting caught.

■ Quickly run into this room, then out onto the balcony.

MAP 2



■ If you're going for the stealthy option, then you'll need the ambulance uniform from the fire fighter found here.

THE FACTS: **FIGHT NIGHT 2004** ● PLAYERS **1-2** ● MEMORY CARD SPACE **68KB** ● DIFFICULTY **LIKE A LENNOX LEWIS PUNCH** ● COMPLETION TIME **TWO WEEKS**

FIGHT NIGHT

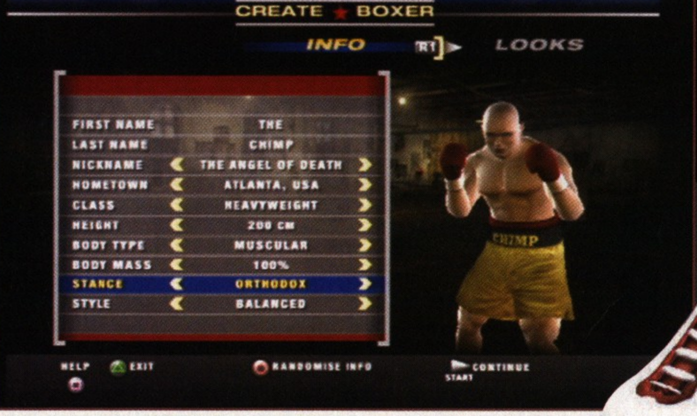
Tip the scales in your favour with the best PS2 boxing guide in the world ever...

BEST PLAYED
After watching or playing wrestling and you fancy something a bit more manly.

01 CHOOSING YOUR BOXER

YOU'RE GOING TO BE STUCK WITH HIM FOR A LONG TIME SO CHOOSE WISELY...

The first choice you are faced with is which weight division you want to fight in. It's really down to personal taste but if you really want to be the best boxer in the world you have no choice but to be a heavyweight. To maximise your fighter's reach you will need to make him tall. A small heavyweight will find it hard to get past a taller fighter's jabs – about 200cm tall should get you the right results. We recommend a muscular body type and a high body mass, if only for aesthetic reasons. Keep your fighter's stance orthodox and style balanced for maximum results. As far as appearance goes – it's all down to your personal taste. Allocate the initial 50 rating points fairly evenly, with extra emphasis on power and speed to make your fighter as attacking as possible. ■



FIRST NAME	THE
LAST NAME	CHIMP
NICKNAME	THE ANGEL OF DEATH
HOMETOWN	ATLANTA, USA
CLASS	HEAVYWEIGHT
HEIGHT	200 CM
BODY TYPE	MUSCULAR
BODY MASS	100%
STANCE	ORTHODOX
STYLE	BALANCED

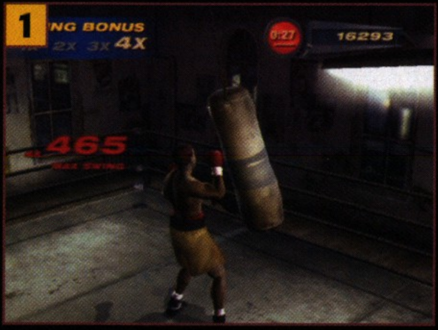
BEAT THIS → CAN YOU SHOW POOR AUDLEY HARRISON A THING OR TWO BY GOING FROM ZERO TO WORLD

02 TRAINING

MAKE YOUR FIGHTER INVINCIBLE BY MASTERING THE TRAINING MODES.

The key to moving up the rankings is to win the maximum number of ranking points in every training session. Match the score you are set and you will be given 15 points to distribute between the two attributes each particular training mode covers. The Heavy Bag (1) boosts your Power and Speed and requires rhythmic uppercuts to keep the bag swinging. Sparring (2) boosts your Agility and Stamina attributes and requires lots of fast high and low jab combos to make the grade. The Combo Dummy (3) boosts your Chin and Body attributes and requires a good memory to build up high scoring combos. The Target Mitts (4) boost your Heart and Cuts attributes and require a good ear and fast reactions for maximum points. ■

1



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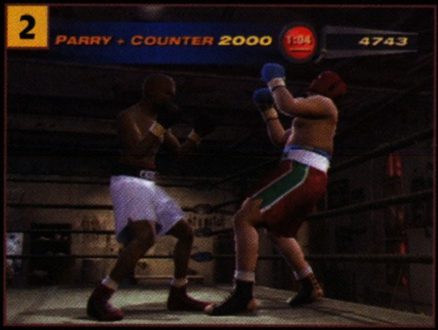

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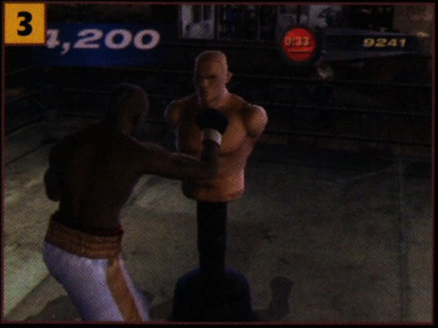

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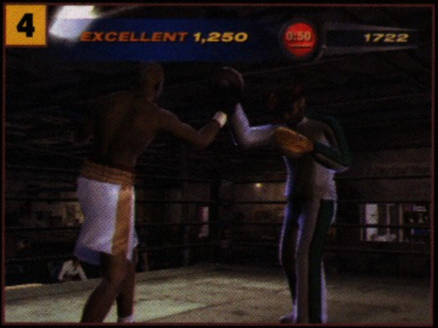


03 DEFENCE

IN BOXING DEFENCE CAN BE THE BEST FORM OF ATTACK...

Best arm forwards: Deflect blows and then counter.

If you wade in fists flailing you will quickly find yourself in a whole lot of pain. Take your time and pick off your opponent with jabs and use the various means of defence at your disposal to your advantage. After throwing punches hold R1 and up on the right analog stick to block your opponent's counters. If he shapes to hit low, hold down on the right analog stick instead. Alternatively, you can hold L1 and move the left analog stick to duck and weave out of the way.

If your opponent telegraphs a punch, quickly hold R1 and push either left or right on the right analog stick to deflect the blow and leave him open to a counter punch. Hold down on the right analog stick and push either left or right for body shots. Counter punches (uppercuts are the most effective) deal out lots of damage and can lead to a quick knock down. We found a great strategy is to hit your opponent with a couple of jabs, deflect their counter and then uppercut them with a quick left-right combo. ■

04 FOOT WORK

FLOAT LIKE A BUTTERFLY AND STING LIKE A BEE.

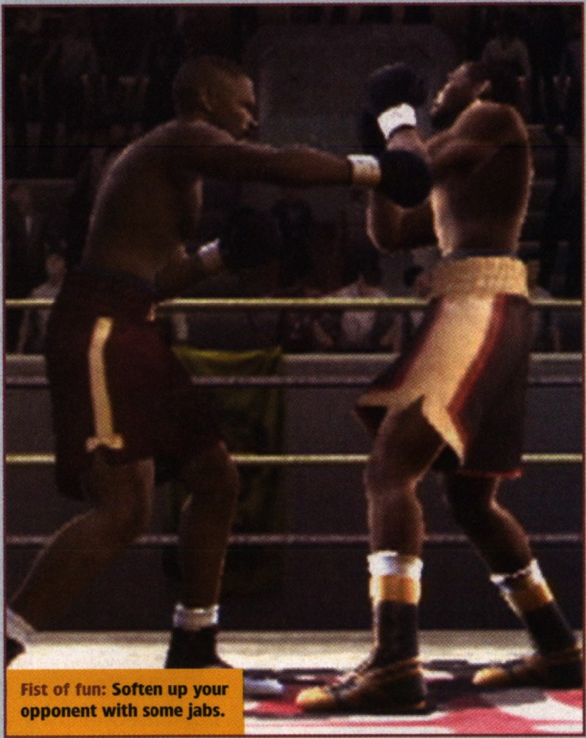
It's all too easy to simply stand in the middle of the ring and slug it out like a pair of ageing George Foremans. Resist this temptation because fighters who are higher up the rankings will simply smash you into next week. Against faster and more powerful opponents you must use your footwork to give you an advantage. Against sledgehammer fighters, tag them with a couple of jabs and then quickly move out of range, circling around them to avoid being cornered, and then tag them again. This will gradually wear them down. Against faster opponents, use your footwork to manoeuvre them into the corners. When they are hemmed in you can deal out some serious damage. ■

Arm's length: Keep your opponent at bay with good feet.

05 STRAIGHTS

MASTER THE MOST IMPORTANT TOOL OF YOUR TRADE RIGHT HERE.

Your straights (or jabs) are the most important punch at your disposal. Use them to keep your opponent at bay and stop them from getting up close where they can do real damage. A quick left-right combo will put your opponent on the back foot, allowing you to either move in with some heavier blows, or duck back out of range. A great tactic is to land a couple of jabs on your opponent's chin and then deflect their counter punch, and then hit them with a skull-crushing counter punch of your own. ■



Fist of fun: Soften up your opponent with some jabs.

06 BODY BLOWS

GET GUT BUSTING WITH THESE TOP TIPS.

All of the above types of punches can also be applied to the body by holding down L1. To get to your opponent's head you will have to work on their body. If you keep aiming punches at their head, your opponent will easily get into a rhythm of blocking them. Mix up high and low attacks, watch your opponent's guard, and exploit any holes he leaves. Uppercuts to the body are almost as energy sapping as those to the head, and hooks have a similar effect. Mix body jabs with straights to the head to open up an opponent and then move in for the kill. ■

MARCIANO
1
LISTON

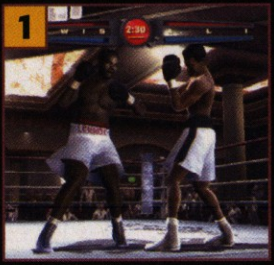
MARCIANO
2:48
LISTO

07 HOOKS

KNOCK YOUR OPPONENT'S EYES SQUIFFY WITH THESE BEAUTIES...

Hooks are executed with a roll of the right analog stick from either left to up or right to up. If you catch an opponent right, he will literally be knocked sideways, allowing you to move in with some hefty body blows and uppercuts. Your opponents will be pretty wise to leading hooks so try and disguise them by throwing a body punch first and, when your opponent's guard drops, smash a fist into the side of their head. Hooks are also very effective counter punches – a vicious left-right combo will certainly have blood dripping from the ropes in no time at all. Mix up hooks and uppercuts to keep your opponent guessing. ■

1



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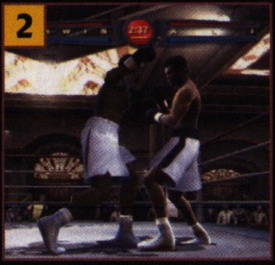

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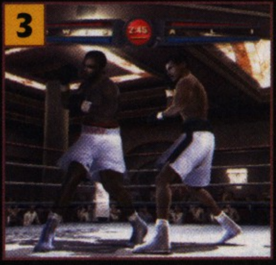
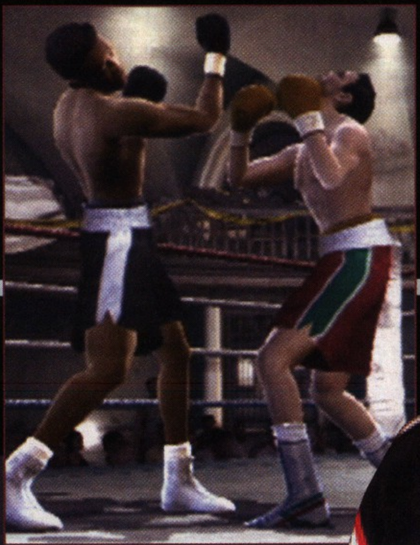
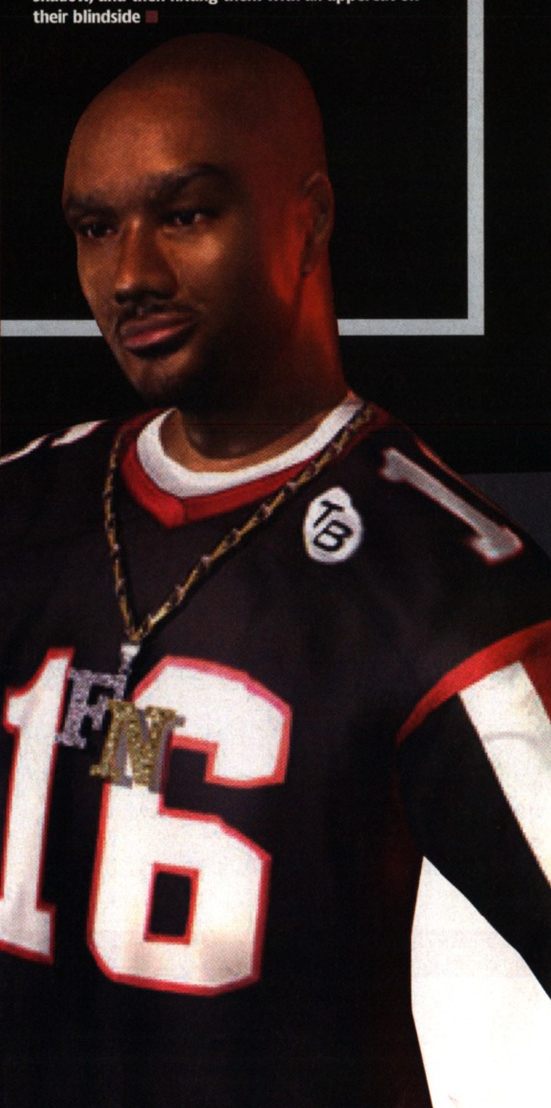


08 UPPERCUTS

TURN YOUR OPPONENT'S CHIN TO BROKEN GLASS.

Uppercuts are the most powerful weapon in your armoury. The only problem is that due to their upward motion, you need to get in close to your opponent to connect, which can leave you vulnerable, especially if they block your uppercut. To get the best from your uppercuts, lead with a right uppercut to the body and, as your opponent's guard drops, smash their head with a left uppercut. Another good method, especially against slower fighters, is to circle around your opponent, waiting for them to throw punches at your shadow, and then hitting them with an uppercut on their blindside ■





MIDWAY
THE SUFFERING
"The best horror game ever made?"
86% – PSM2 Magazine
PSM SILVER AWARD
PlayStation 2
THE SUFFERING
18
MIDWAY
XBOX
OUT NOW!
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THE FACTS: **TRANSFORMERS** ● PLAYERS **1**
● MEMORY CARD SPACE **45KB** ● DIFFICULTY **TOUGH-GOING**
● COMPLETION TIME **ONE WEEK**

TRANSFORMERS

Steel yourself – it's our complete guide to kicking bot.

READ!
Minicon locations may vary *slightly* if you play the game on the hardest difficulty settings. But not much – the maps will still help you out.

01 NUTS AND BOLTS

TRANSFORM YOUR PLAY WITH THIS ALL-PURPOSE AUTOMATON ADVICE.

1. DODGE CLASSIC

The ol' circle-strafe – pushing in opposite directions with the two sticks to target – is useful. But many enemies are wise to it, so try snaking left and right instead.

2. BOOM TIME

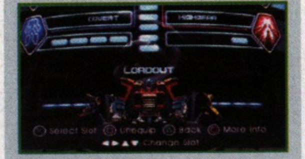
Grenades are king. The beauty is that they send enemies flying, allowing you to laser them up as they sail, land, and struggle to their feet. Then Grenade them again the instant they're back up.

3. DROP THIS!

Robot life is much simpler if you take out dropships early. Collect Airburst from the Deep Amazon level and blow them sky-high – embarrassing the troops inside to boot.

4. BACK OFF

Aiming a Grenade or Rocket into the centre of a distant crowd is a risk-free tactic – and it also lures one or two stupid soldiers out of the pack, allowing you to lavish some 'special attention' on them.


LOADOUT
Select slot
Unequip
Back
More info
Change slot

5. LITTLE HELPERS

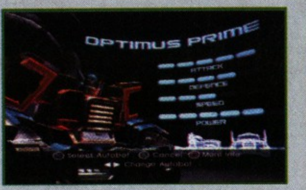
Activating two or more like-coloured Mini-Cons enhances your health, Powerlinx duration and weapon recharge speed. Mix and match for the best results.

6. SAVE YOURSELF

There are no bonuses for dismantling every Decepticlone in a level. If you can run or drive past enemy hordes to reach the next Warp Gate save point, do so.

02 THE AUTOBOTS

THREE METAL HEROES TO CHOOSE FROM...


OPTIMUS PRIME
ATTACK
DEFENCE
SPEED
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More Info
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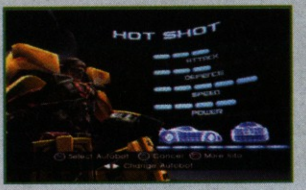
OPTIMUS PRIME

HE SAYS: "Til all are one."
WE SAY: Loads of Mini-Con slots make him ideal for boss battles. Prime's good for Mini-Con hunting, too, with room for meaty weapons.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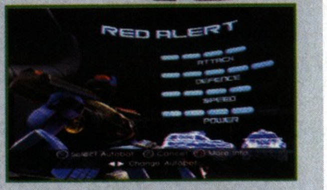
HOT SHOT

HE SAYS: "Let's rock!"
WE SAY: Ideal for quick getaways when health is low. Trouble is, this weedy bot's health is low. Only use with big weapons and big armour.


RED ALERT
ATTACK
DEFENCE
SPEED
POWER
Select Autobot
Cancel
More Info
Change Autobot

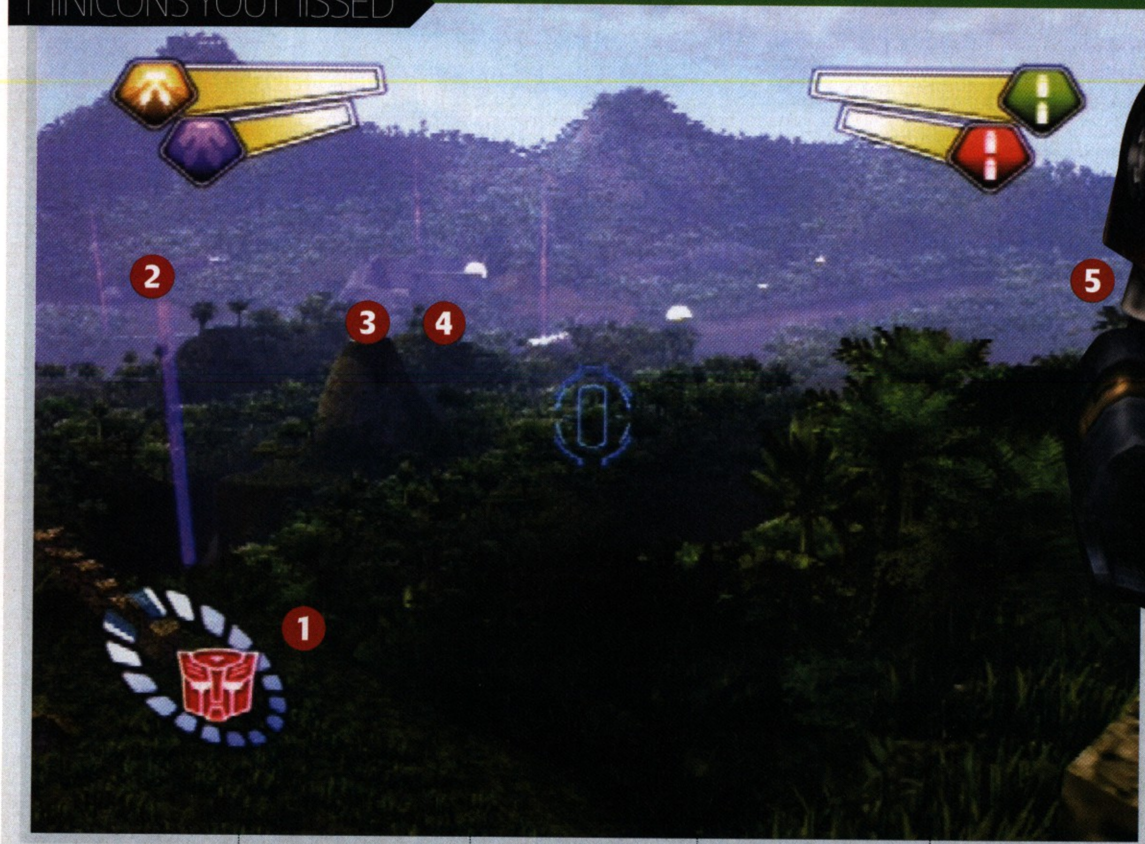
RED ALERT

HE SAYS: "Ready for deployment."
WE SAY: Our most-used Autobot. Ignore his relatively slow speed – that beefy defence rating makes him the best bet in later levels.

BEAT THIS → FIRST STARSCREAM BATTLE, FINISHED ON RECRUIT, WITH 50% ENERGY LEFT. NOT BAD, EH? TRY GRENADING

AMAZON

MINICONS YOU MISSED



1. PRESSUREPOINT (Melee Booster) **Follow riverbank left from the Ruined Temple side of the bridge.**

2. CLAYMORE (Proximity Mines) **On route to Deflector, drop into the second-to-last ravine and run left.**

3. HAILSTORM (Heavy Cluster Rocket) **On topop of tallest peak – glide over from the Mountain Ruin.**

4. TRACTOR (Tractor Beam) **On the mountaintop just right of Hailstorm. Glide over from the Mountain Ruin.**

5. FIREFIGHT (Super Heavy Blaster) **Glide east from the Mountain Ruins to the grassy plain.**

THE WALKTHROUGH

We take you all the way to Megatron... And beyond!

LEVEL 1

THE AMAZON

The rocky path up is fairly obvious, with only one lonely 'bot on guard duty. At the top, drop into the grass and look for the distant yellow glow – that's your first Mini-Con. Waste the robots nearby (and the dropship if you're feeling mean), then press ⊗ to grab the Mini-Con. It's LOCK-ON, who gifts you with very handy Homing Missiles. Stick them on R2. Now make for the Warp Gate and hop, skip and jump across the nearby bridge to reach the Ruined Temple.

The temple entrance is around the back near another Warp Gate. There's a heavily-guarded Mini-Con inside – concentrate your missiles on the beefy yellow guy and laser up the others. With that done, grab SAFEGUARD for valuable armour, and use the crumbled wall opposite to jump up to the roof. Blast and run anti-clockwise to reach the dirt path to the waterfall, and another jumptastic bridge leading to a Warp Gate.

Transform and roll out! Race along the dirt path, maxing out the speedometer to leap ravines and barge through the waiting Decepticlones. The last leap lands you in the arms of a spidery bot – just get up close and circle him with missiles. Now grab DEFLECTOR nearby – it's an Energon Shield for L2.

The snaking hillside path up to the ruins starts between the big rocks nearby, and is littered with robots to scrap. Watch for the unexpected leap, too. FLASHBANG is at the top – send his Rocket Launcher ability to HQ for now. Climb the ruin on the left side, and finish off the spiderbot before saving at the Warp Gate. Climb a bit higher and...

... It's Cyclonus and his comedy English accent. He's got a big robot-shaped present for you – keep your distance, and lead it to the lower ground so you can pummel it from up high with missiles. Easy.

LEVEL 2

ANTARCTICA

USE: RED ALERT WITH LOCK-ON, SAFEGUARD, DEFLECTOR

Just a note: from now on, you can press □ for a Matrix moment. Largely useless.

Head forward and you'll encounter your first floating sentry bot. Try to dismantle him from afar with a Homing Missile, otherwise it'll put the 'distress' in 'distress beacon' by summoning a Decepticlone-filled dropship. Bear right as you go to reach a leapable broken ice floe, and an icy mini-tower on the other side – atop of which is HAWKEYE and his valuable Energon Vision for R2.

Onward, and a vast icy plain. Avoid trouble by dropping down and making for the distant fire by hugging the left cliffside all the way. Use Energon Vision to spot the sentrybots from a distance and send them a Homing Missile just as your sight turns red. Upon reaching the crash site, pick off the nearby troops from your highish vantage point, then grab SLAPSHOT – absolutely essential Grenade Launching ability for R2.

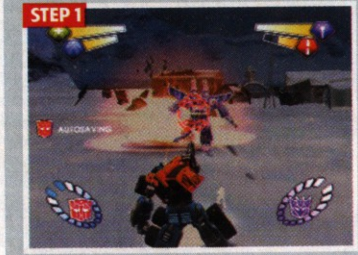
From here, keep left again to find a sloping path to the Research Centre. Save at the nearby Warp Gate first, then it's big robot battle time. Focus on the sentrybots first, then keep flinging out Grenades to juggle the smaller soldiers, while focusing laser fire on the big red giant. Grab health as you go.

HIM IN MID-AIR FOR SIMILAR RESULTS.

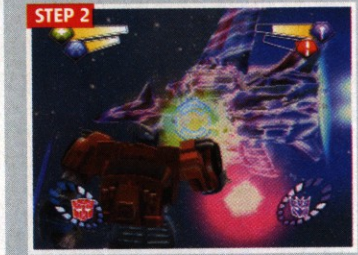
BOSS BASHING

STARSCREAM

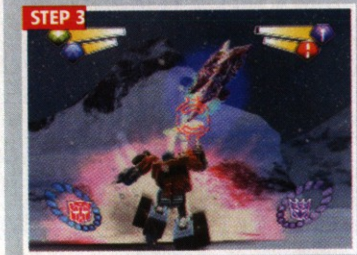
Cowering like a cat inside a hangar in Antarctica. Teach him!



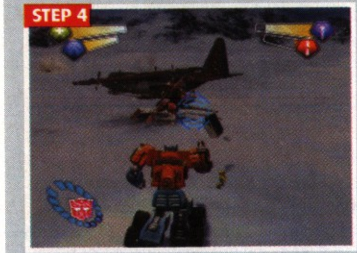
■ Chuck all your Grenades at him, then strafe backwards while lasering.



■ Starscream transforms – take advantage of his slow take-off to pummel him good and proper.



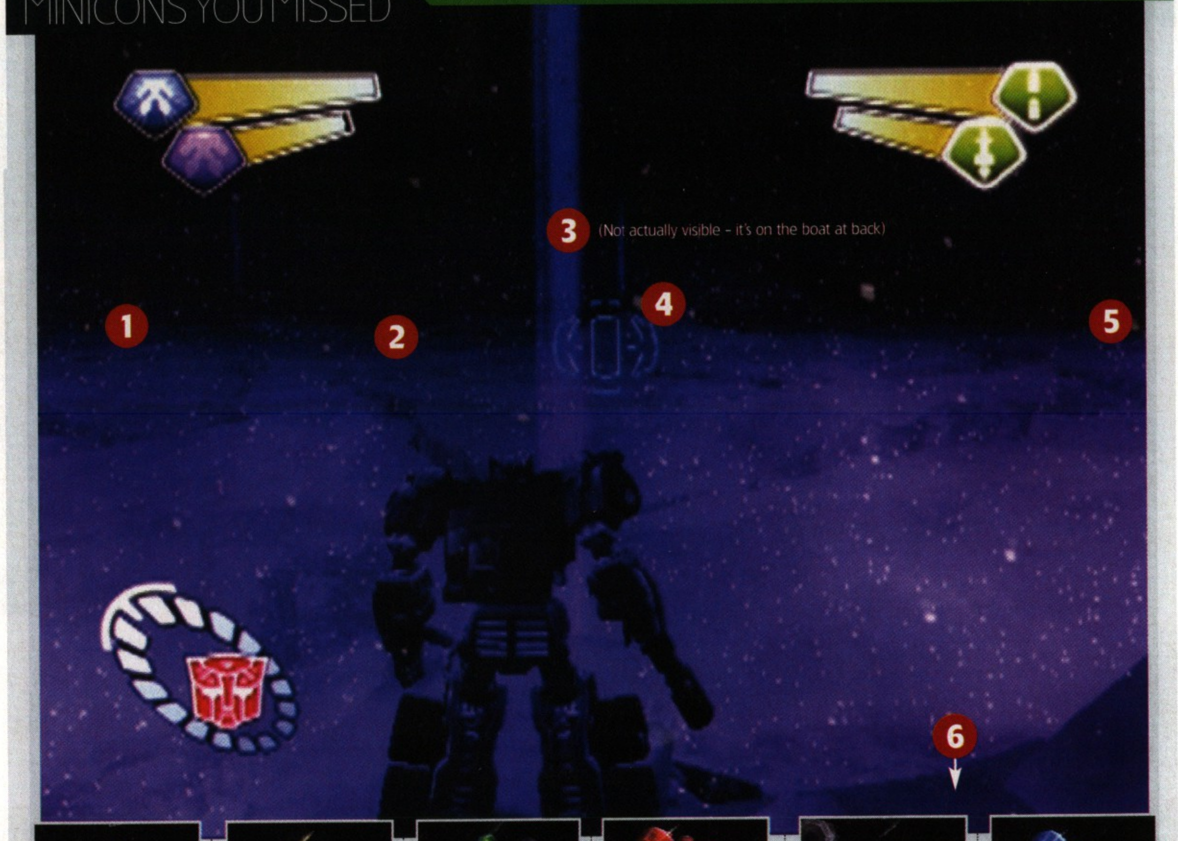
■ Steady aim allows you to laser him as he flies. Strafe to avoid suffering some serious rocket pain.



■ Keep the laser on Starscream until he falls, then grenade his metal ass to finish him in style.

ANTARCTICA

MINICONS YOU MISSED



1. HIGHGEAR
(Dash)
Blow open the Research Centre buildings with Grenades or Rockets.

2. COMEBACK
(Reactivation)
Glide over to the island off the Research Centre side of the level.

3. LOOKOUT
(Sniper Rifle)
Sitting on the stranded ship at the back of the level.

4. SMACK-DOWN
(Super Melee Booster)
Atop a small ridge at the centre of level.

5. WATCHDOG
(Limpet Mines)
Right at the back of the main area.

6. SHOCKPUCH
(Combat Field)
Head left from the start and use Highjump to leap up the pillar.

There are two useful Mini-Cons to equip immediately here – one in the hangar at back (SPARKJUMP, Heavy Arc Gun), and another hiding in a grenadable building next to the rear-most silver hangar (BUILDUP, Auto-Repair). Just don't get too close to that silver hangar until you've grabbed Buildup, though, because it triggers the Starscream boss battle.

LEVEL 3
DEEP AMAZON

USE: RED ALERT WITH BUILDUP, DEFLECTOR, SPARKJUMP, FLASHBANG

Follow the path down and before long you'll bump into a heavily-guarded Mini-Con. Do over the Decepticlones and grab SKIRMISH – a Heavy Blasting gun that's best sent to HQ. Bear right past the annoying panther-types, who *must* be grenaded to avoid them pulling out their irritating weapon-disabling cannon.

A Warp Gate, and a rope bridge leading to a real apocalypse of a battle. Don't hang back, or a dropship will plonk a big red robot right on your head. Instead, charge straight across, taking out at least one rocket launcher as you go (two direct rocket hits and a smidgen of laser should finish it off nicely). Now dart about like an idiot to avoid damage, chucking rockets at the hordes of weak-o-robots and grabbing all the health you can as you go.

Three more rocket launchers up top – take them out from below and another crowd of weak-kneed Decepticlones will run straight into your gunfire. Climb the steps for another pair of rocket-spitters, a handful of harder soldiers, and – yes! – a Warp Gate to save at. You'll be more than glad that you did...

The path up to the temple is reached via some nearby rocks. Follow it around, climbing as you go, to reach the temple entrance. Inside, it's the simple enemy-filled maze your Rocket Launcher's been waiting for. There's a Mini-Con off a side-corridor in the descending section – RANGEFINDER, whose range-enhancing abilities can be passed over for now.

When you get the message about the 'secret exit', find it in the rather obvious lit doorway. Secrets just aren't what they used to be... Save at the Warp Gate first, then press ⊗ to activate the elevator inside and complete the level.

LEVEL 4
MID-ATLANTIC

USE: RED ALERT, WITH BUILDUP, RANGEFINDER, SPARKJUMP, SLAPSHOT.

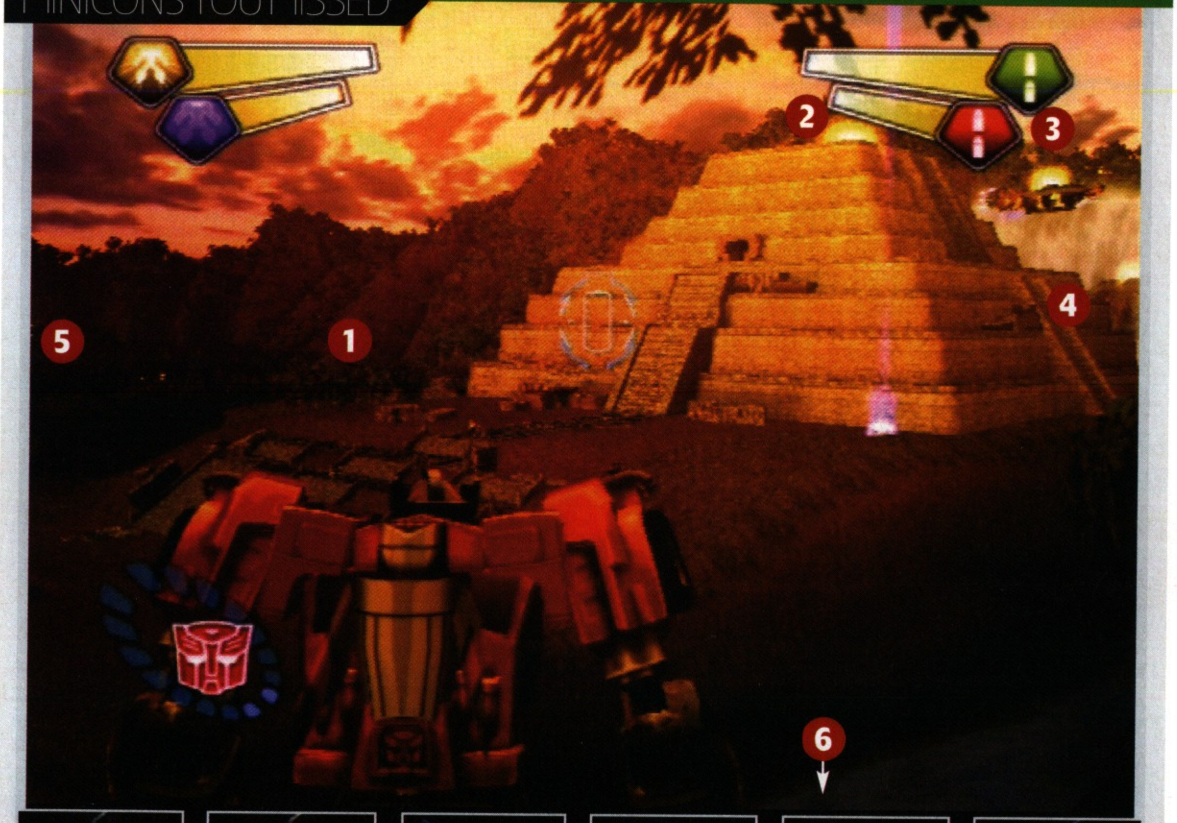
First thing: learn to fly. Follow the beach ahead all the way to the glowing mountaintop in the distance, using Grenades to deal with the minor dropshipped resistance. That glow is SLIPSTREAM, your ticket to the sky.

Now head back the way you came and climb the rock near the Warp Gate to glide over to the island nearer the battleship. You're aiming for the greenish patch on the right – try to leave the controller totally alone save for a very slight pulling back when you start dipping. Now find the Warp Gate on the battleship side of the rock, and glide over to the ship from the toppermost peak.

The welcoming party is pretty weak, but some flying robots arrive after a bit to liven things up. Wait for them to stop in mid-air, then grenade their faces off. Once they're down, reinforcements arrive via a lift, which you can use to reach the Hangar.

DEEP AMAZON

MINICONS YOU MISSED

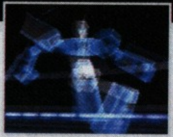


1. KNOCKDOWN (EMP Blast)
Glide east from the top of the Temple – it's in a copse of trees.

2. AIRBURST (Flak Cannon)
At the top of the Temple where you bumped into Cyclonus.

3. TWISTER (Vortex Projector)
Sitting on the dropship circling the Temple. Glide over to land on it.

4. COVERT (Stealth Field)
Glide over to the waterfall from the top of the Temple.



5. OVERWATCH (Impact Gun)
The island shrine in the corner of the map. Glide from Temple.

6. SHIELDWALL (Ballistic Shield)
Atop a boulder at the very start – float over from the rock steps opposite.

Down below, throw Grenades to clear the lower deck, then glide down and take the left-hand corridor to reach a lift, and Grenade-vulnerable shielded robots. The door to more robot-filled corridors is out back – but when you reach fresh air, just run around into the next door to avoid a painful death at the hands of a team of flying 'bots. And inside, beware semi-invisible panther-things.

Corridors, corridors – plus a great room where you can easily ruin an entire army's fancy battle formation with a nicely-placed Grenade. Take a right turn in the next corridor and activate a big lift that takes you to a room filled with nasties – including a horrible silver ninja robot git. Just make sure you activate the Warp Gate. Then get busy with the Grenades, transforming to make a quick getaway if you're cornered, and leaping into the next lift as soon as it arrives.

LEVEL 5
ALASKA

USE: RED ALERT, WITH BUILDUP, DEFLECTOR, SPARKJUMP, SLAPSHOT.

The rolling pink 'bots that the dropships deliver are easy to grenade – just drive off if they overwhelm you and let Buildup do its job. Follow the lake's edge to meet robots aplenty – stay back, drawing a handful at a time close enough to grenade. At the lake's other end, it's left past a Warp Gate and into a canyon path.

Transform and follow the canyon, bashing through 'bots as you go and dealing with the dropship halfway around. Take care when you reach the trees beyond the dropship – there's a little ramp around the corner swarming with Decepticlones. The canyon opens out into a bot-filled bowl – clear it, then follow the narrow canyon path beyond to a welcome Warp Gate. Swap Buildup to Glide, so you can climb the little tower and follow the overhanging platforms to a path cut into the cliff.

Now, you could spend all day dealing with the army in the big area beyond, so take our advice: don't bother. Transform and drive, drive, drive, stopping briefly to collect and activate HIGHJUMP, then finding the cave entrance on the back-right wall. Feed the big red robot guard a Grenade lunch, then dive into the cave to save at the Warp Gate.

Use Highjump on the rocks to the left and climb around to a rock-bridge leading over the Warp Gate and into a blue cavern. Take the right junction from the next cavern, then jump up to the small opening. Further on, where the cave opens up, deal with the 'bot above-right and jump up to his platform to find the way out. Warp Gate: good. Dropship: bad. See to it with Grenades.

Follow the snowy cliff-edge, blowing enemies off as you go – very satisfying – and collecting KICKBACK'S REFLECTION SHIELD for L2 at the top. Then Starscream goes and crashes a hulking great starship into the mountain, bless him.

LEVEL 6
STARSHIP

USE: RED ALERT, WITH BUILDUP, DEFLECTOR, SPARKJUMP, SLAPSHOT.

Tap the switch to open the door, then stand atop the ramp and use Grenades until everything's quiet. Now run out, left, left again, and up a glass ramp for more hassle, and the route up to floor two.

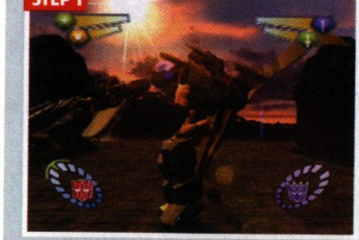
When you reach the big Decepticon logo, a platform descends, laden with nastiness. Backtrack to the corridor to get to the room to deal with the 'bots, then use their lift to reach the next section. It's a series of rooms, with doors opened by switches in the side-rooms. Guardbots and shield

BOSS BASHING

CYCLONUS

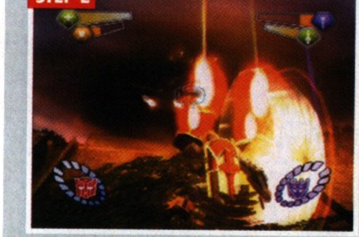
Deep Amazon's guardian. Transforms into a chopper.

STEP 1



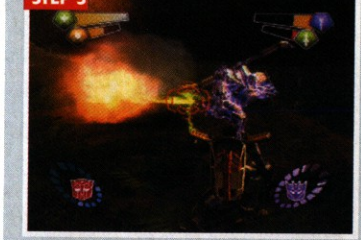
■ Turn 180 degrees and drop off the temple – or mean Cyclonus will chuck you off.

STEP 2



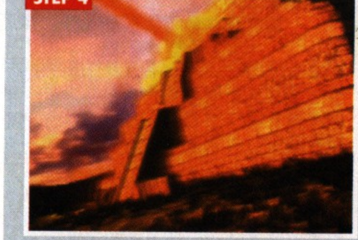
■ Dodge left or right to avoid his fire as he flies, using your cannon as much as possible as you go.

STEP 3



■ Cyclonus drops. Hammer him with Rockets and guns as you strafe him, this time in reverse.

STEP 4



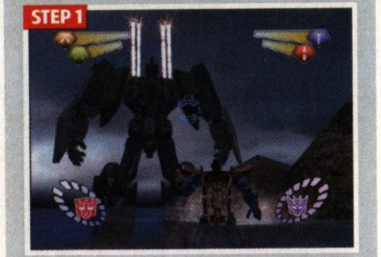
■ Too close for comfort? Transform and race away, then turn and spit rocket death until he's dead.

BOSS BASHING

TIDAL WAVE

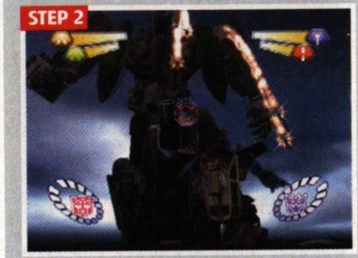
He's a battleship, he's a robot. A big robot. Kill him.

STEP 1



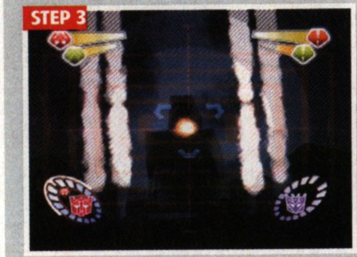
■ You'll definitely need Lookout (from the Antarctic level), and Rangefinder for this big battle.

STEP 2



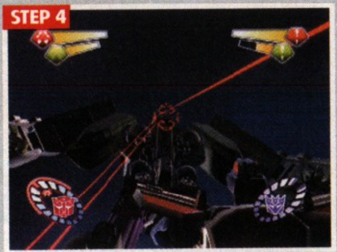
■ Scamper and strafe along the beach until Tidal Wave stops to aim rockets at you.

STEP 3



■ At this point, aim your Sniper Rifle and get off four tidy shots to his face.

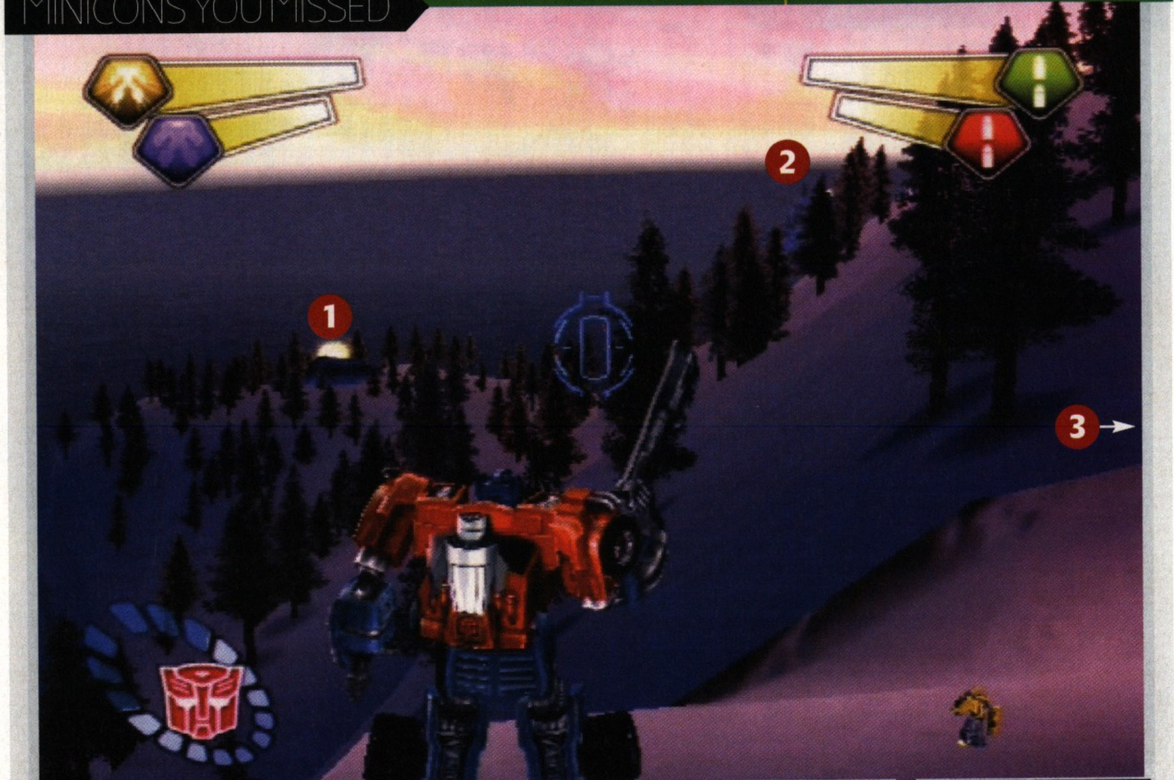
STEP 4



■ He'll loose off lasers later, but you can stop that with Rifle shots. Finish him!

ALASKA

MINICONS YOU MISSED



1. BULLETPROOF
(Heavy Armour)
On the corner of the island. Follow the shoreline from the first Warp Gate.

2. AURORA
(Heavy Ribbon Beam)
Island off-shore – glide from the highpoint near Bulletproof's spot.

3. DISCORD
(Scrambler)
From the Canyon Mouth, look for a ramp to race up after the first left turn.

guys attack first; then rolling pink 'uns; then a big red guy accompanied by pesky panthers; and finally – you'll cry – *two* silver ninjas. There's a Warp Gate at this point, though. Grenade them all, then activate the bridge and Highjump into the final room.

Grab the AFTERSHOCK – Super Heavy Cannon for R1 – quick. Then get down the bottom and use your shiny new gun plus Grenades to clear the room, panthers first. The starship then falls, leaving you to climb all the way back up. Here's how.

Jump up and look for the glowing Datacon. From its spot, you can jump up to a switch that allows you access to a second Datacon. Up from there to another switch, then across, around and up, up, up to a third switch and a biiig jump across to Datacon 3. Now activate the lift which will take you to where you need to go.

Go through the orange door, right and up is a horizontal lift. Use it, then run across to a blue structure, and up to another Datacon. A ramp on the left wall is your path to the next disc, and a ramp-like structure leading down to another Datacon. The next is reached via more blue structure-jumping.

Take the glass ramp behind you, then follow the path around the outside of the room, jumping up at the back and heading clockwise. Look down to see the path to the outside, and that beautiful Warp Gate. Now have a fish around for Starscream. Use Prime, with Aftershock (charge when you can), Flashbang and Buildup. Strafe to avoid Starscream's mid-air fire, and use a rocket to prevent him building up his giant balls of badness. It'll be over before you know it.

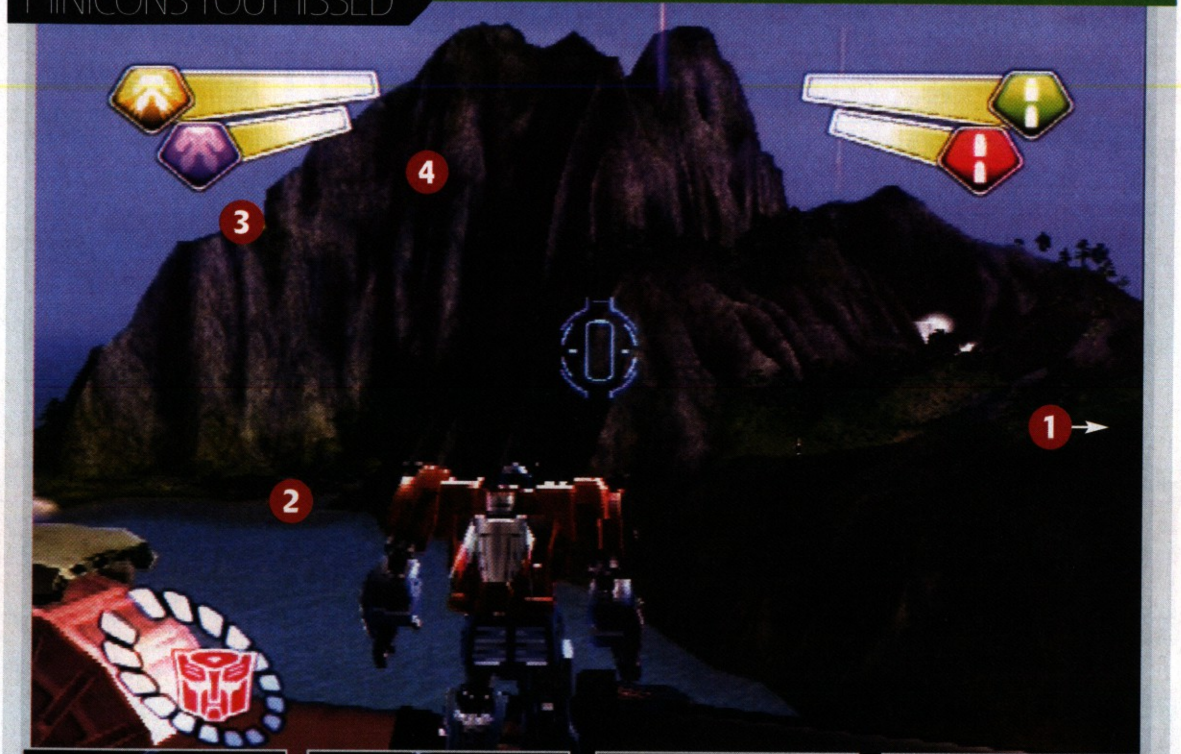
LEVEL 7

PACIFIC ISLAND

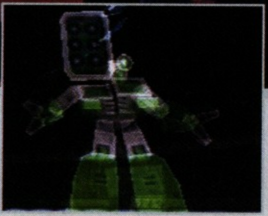
USE: OPTIMUS PRIME, WITH

PACIFIC ISLAND

MINICONS YOU MISSED



1. CORONA
(Super Ribbon Beam)
In the very corner of the start area, behind a thick copse of trees.



2. FAILSAFE
(Heavy Homing Missile)
Grenade open the flat red tankers in the settlement area.

3. STRONGHOLD
(Super Armour)
On a high ledge above the village – glide from Volcano Warp Gate.

4. JUMPSTART
(Super Heavy Arc Gun)
Glide clockwise around the volcano from the *very* top of the path to the Megatron arena.

LOOKOUT, AFTERSHOCK, SLIPSTREAM, HAWKEYE.

Megatron's hideout at last. Start out hugging the right wall and carefully picking off the irritating laser-beamers with the Sniper Rifle, plus the equally irritating laser-spitters up top (stand far enough away and they won't spot you). A red circle appears if you aim for a robot's head, indicating maximum power. A dropship of troops will arrive after a bit – get happy with the Aftershock.

Halfway along the cliff is a little path leading to one of the laser-beamer's ledges. Glide off here over to the opposite clifftop, and run straight to save at the Warp Gate – things are about to get nasty. You can enter the enemy-generating huts here (with ⊗), but why bother? Just glide across the waterfall-fed river to the next clifftop, and make for Warp Gate three. Again, ignore the crowds and float off the edgiest part of the cliff-edge and make your way down to the settlement far below.

Hawkeye and Aftershock will make short work of the hulking giants here, as well as the ninja teams behind – leaving you clear to collect SHEPHERD (Mini-Con Sensor) beyond and send it to HQ. Now head back past the settlement and up the mountain path. You'll likely need to sniper the first bot here, but the rest will ignore you if you dodge their laserbeams. This shouldn't be too much of a problem.

At the Warp Gate at the top, swap to Grenades to see off the twin dropships that come visit. Now glide down to the generator-littered mountaintop below, over the tops of the hapless enemies and into the glow that is FULLSPEED – Super Dash ability for L2.

Cheeky bit now: kill yourself by aiming Aftershock at the ground, and Continue from that mountaintop Warp Gate. Climb up the little ridge behind you, and leap off towards the glowing Datacon in the mountainside. A blast of Fullspeed will give you the speed and height boost necessary to just reach it. Then it's around the cliffside path to the final, final Warp Gate… where both destiny and Megatron await you… ■

FINAL BOSS BATTLE

UNICRON

Mauled Megatron? Collected 30 Mini-Cons? Now for the big guy.

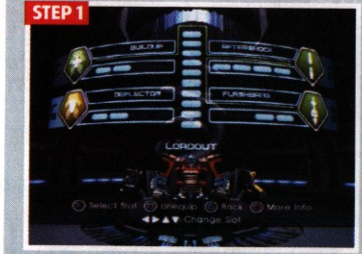
■ A shockingly poor ending. Use L1 to slam on the brakes until Unicron's settled over an area of Cybertron, then boost over with R1. By braking near his 'mouth', then manoeuvring gently in with the Control Stick and R2, you'll be sucked into his tummy. Aim your sights at the *very centre* while boosting forward, and fire like mad. Repeat three times. Then repeat four times more. That's it. Rubbish.

BOSS BASHING

MEGATRON

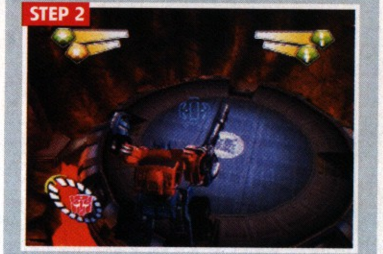
Decepticon Robo-tank wants Autobots dead. Stop him.

STEP 1



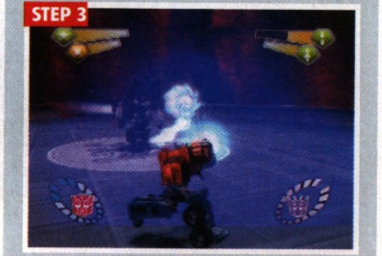
■ Prime is best here, with Aftershock, Flashbang, Buildup and Deflector.

STEP 2



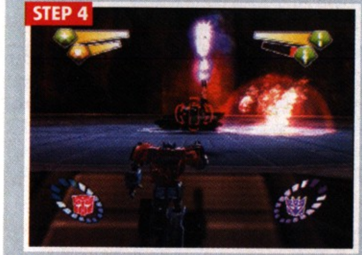
■ Aim leftish and jump into the arena, transforming near the bottom. No health loss! Sometimes…

STEP 3



■ Strafe backwards firing rockets and charged-up Aftershock at your arch-nemesis.

STEP 4



■ When he transforms, head for a ramp to avoid some of his fire. And fiiiire.

STEP 5

■ Rockets prevent his charge-up attacks. Wear him down gradually to win the day.

THE FACTS: PROJECT ZERO II: CRIMSON BUTTERFLY ● PLAYERS 1 ● MEMORY CARD SPACE 250KB (GAME), 970KB (ALBUM) ● DIFFICULTY HAUNTINGLY HARD ● COMPLETION TIME TEN HOURS

PROJECT ZERO II: CRIMSON BUTTERFLY

Don't be scared, little girls. Just kick them in the ghoulies.

FIRST AID How to bust those ghosts so hard that they'll have ectoplasmic skids in their spectral keks.

BEST PLAYED With twin lovelies giving you a nice massage to calm your nervous system.

THE WALKTHROUGH

All the items. All the notes. All the ghosts. Let's exorcise...

CHAPTER 1

THE LOST VILLAGE

MISONO HILL

Follow the trail through the forest until you rejoin Mayu on Misono Hill. SAVE POINT. Go east down the path, towards the village. Pick up BLACK BAG. As you approach the village you will see a figure disappear into a building – Mayu and Mio follow it inside.

OSAKA HOUSE, 1F ENTRANCE

GET IT NEXT TIME! As you walk through the entrance, a floating ghost (WAITING WOMAN) appears behind the lattice. Continue into the...

SUNKEN FIREPLACE ROOM

Take WOMAN'S NOTEBOOK 1 from the centre of the room. Open the sliding panel on the east wall and enter...

KIMONO ROOM/STOREROOM

SAVE POINT. Take WOMAN'S NOTEBOOK 2 from the cabinet. Enter the rear portion of the room (STOREROOM) and search the drawer for SACRED WATER. Return to Sunken Fireplace Room, open the sliding panel on the west wall and enter...

BIG TATAMI ROOM

GET IT NEXT TIME! As you enter the room, a floating ghost (ATRIUM WOMAN) walks past the window.

Search the chest next to the door for HERBAL MEDICINE. Check the bed on the other side of the mosquito net for WOMAN'S NOTEBOOK 4. Return to Sunken Fireplace Room and head west along...

DIRT-FLOOR HALLWAY

GET IT NEXT TIME! As you proceed along the hallway, a floating ghost (WALKS INSIDE) appears ahead of you. Follow the hallway to the end and enter the...

BACK ROOM

Take WOMAN'S NOTEBOOK 3 from the floor. Exit and head back down...

DIRT-FLOOR HALLWAY

GET IT NEXT TIME! As you return down the hallway, a floating ghost (VANISHES AT ALTAR) appears ahead of you. Follow the floating ghost down the short, south leading passage, open the sliding panel on the west wall and enter...

FAMILY ALTAR ROOM

Take the TORCH and CAMERA OBSCURA POINTERS from the table. Following the cut-scene you will have the CAMERA OBSCURA. Check the drawers next to the doorway into the adjoining room for WOMAN'S NOTEBOOK 5. Check the adjoining room (DELUXE TATAMI ROOM) for HERBAL MEDICINE. Try to exit back into Dirt-Floor Hallway. Following the cut-scene, enter Viewfinder Mode (press ◎) and take a shot (press ⊗ or R1) of the spirit sealing the door (DOOR WOMAN). Return to...

SUNKEN FIREPLACE ROOM

Try to open the door that leads to the Entrance. Following the cut-scene, a floating ghost (VANISHES AT DOOR) appears and walks through the Big Tatami Room door – quickly enter Viewfinder Mode and take the picture. Approach the Big Tatami Room door and take a picture of the spirit sealing the door to reveal an image of a coal brazier. When this task has been successfully accomplished head to...

BACK ROOM

Load the camera with Type-14 Film before you continue (Type-07 Film takes too long to load and you won't be able to capture the next floating ghost). Take a picture of the coal brazier to reveal an image of an injured man – this breaks the seal on the Big Tatami Room door. After taking the picture, immediately return to Viewfinder Mode and quickly snap the floating ghost (MAN ON DECK) that appears in front of you. Now return to the Sunken Fireplace Room and enter...

BIG TATAMI ROOM

Try to exit the room back to the Sunken Fireplace Room. Take the GINGER KEY from the alcove that is revealed by the falling panel. After taking the key, a floating ghost (WOMAN BEHIND NET) appears behind you – quickly turn around and photograph it. Return to...

SUNKEN FIREPLACE ROOM

As you enter the room, a floating ghost (STAIR CLIMBER) ascends the stairs. Quickly snap it and follow it up the stairs to...

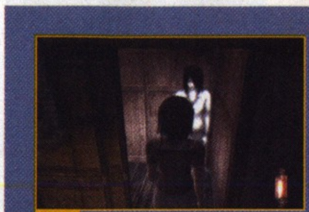
2F SUNKEN FIREPLACE ROOM

When you reach the top of the stairs, another floating ghost (STANDING WOMAN) appears. You have to be quick to capture this spirit – go into Viewfinder Mode as soon as the filament glows. Use the GINGER KEY to open the door on the west wall that the ghost passes through and enter...

SERVANT'S ROOM/GUEST ROOM/STUDY

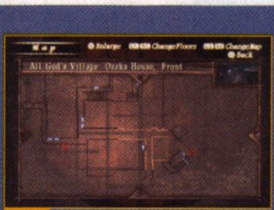
Move forward and a floating ghost (BECKONER) appears in the south section of the room (GUEST ROOM) – snap the spirit before it passes through the doorway. Before following it, check the north

BEAT THIS → NOT ONLY DID WE STUFF IT UP THE SPOOKS WITH EASE. BUT WE ALSO SCORED 516.370 IN THE



1 GET IT NEXT TIME!

You can't photograph every spectre on your first play through. In our guide, ghosts that must be captured on a subsequent play (after you've acquired the Sense Function) are indicated by the words GET IT NEXT TIME!



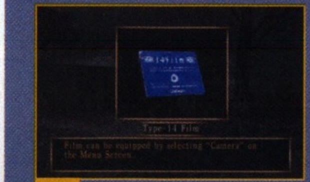
All God's Village Osaka House, Front

2 SPOOK PLANNER

Use the in-game map as a companion to our guide. The guide has been written referring to these maps and it'll make things a whole lot easier if you keep checking your position and where your next destination should be.

3 SAVE ME

Although our guide indicates the position of save points, it doesn't specify when you should use them – that's up to you. If you're attempting to capture all available ghosts, you should save frequently. Otherwise, you don't need to be quite so cautious.



4 LOCK AND LOAD

Through the majority of the game you should use Type-14 Film – it's perfectly adequate for exorcising ghosts on the Normal difficulty setting. Reserve better types of film for subsequent plays through on Hard or Nightmare Modes. Don't forget to use Type-07 Film for ground-tied ghosts.

FATAL FRAME
ZERO SHOT
92

5 FATAL FRAME

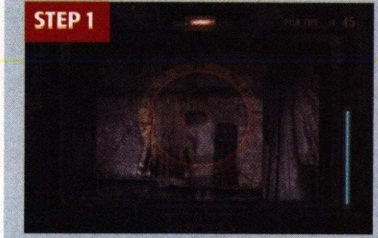
A Fatal Frame is a small window of opportunity that occurs during a Shutter Chance. Hit the ghost at this moment to inflict extra damage. Fatal Frame shots can be immediately followed by up to two other shots for a combo. Once acquired, the Instant Function indicates the Fatal Frame moment.

6 TAKE AIM

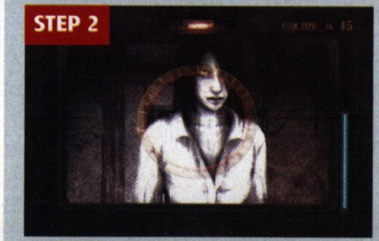
Throughout the guide, specifically during encounters with violent ghosts, we'll mention using '◎ aim'. By holding down ◎ while in Viewfinder Mode, you can look around much quicker – essential for surviving confrontations against ghouls that disappear and materialise in a new position.

WANDERER FIGHT

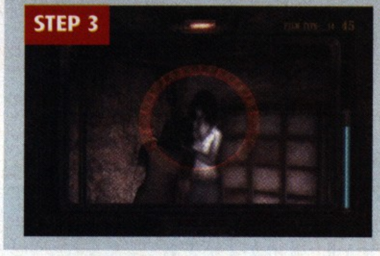
Exorcise the first violent ghost encountered with ease.



■ Take up position in the centre of the room, load Type-14 Film into the camera and enter Viewfinder Mode. Use the filament to locate the ghost – when the filament glows brightly, you know you're looking in the right place, even if you can't quite see the ghost yet.



■ Once you've located the Wanderer, keep the Capture Circle fixed on it and wait for it to make its attacking move. Note that the Charge Gauge increases the closer you are to the spirit – the higher the charge the greater damage you can inflict on the spirit.



■ When the ghost attacks, the Charge Gauge will glow bright red and you will automatically zoom in on the target – this is a 'Shutter Chance'. Take a photograph at this moment and you will hit the spirit with a Zero Shot, which increases both the points scored and damage inflicted.

section of the room. Examine the drawers for HERBAL MEDICINE and in front of the folding screen for TYPE-61 FILM. Enter the Guest Room and take WOMAN'S NOTEBOOK 6 from the table. Enter the west section of the room and take WOMAN'S NOTEBOOK 7 from the floor. Enter the north section of the room (STUDY) and when the filament glows, quickly turn around, enter Viewfinder Mode and photograph the floating ghost (STANDS BEHIND) that appears behind Mayu. Check the bookcase on the back wall for FOLKLORIST'S NOTE 1 and take WOMAN'S NOTEBOOK 8 from the floor. You must now fight your first violent ghost (SEE WANDERER FIGHT BOX-OUT).

CHAPTER 2

TWIN SHRINE MAIDENS

2F SERVANT'S ROOM/GUEST ROOM/STUDY

Take ARAGONITE STONE and SPIRIT ORB from the floor. Now you have the Spirit Orb you can upgrade the camera (SEE UPGRADING CAMERA BOX-OUT). Take the SPIRIT STONE RADIO from the table. You can now 'listen' to the Aragonite left behind by the Wanderer – Miyako Sudo. Exit into the adjoining Guest Room, look behind the kimono against the west wall and photograph the ground-tied ghost (GIRL IN HIDING). Now simply make your way back to 2F Sunken Fireplace Room.

MAYU

While playing as Mayu, simply follow the butterflies along the path, deeper into the village.

1F SUNKEN FIREPLACE ROOM

When you regain control of Mio, descend the stairs to Sunken Fireplace Room. Take 'SLOW' POWER-UP LENS and 'MEASURE' EQUIPPED FUNCTION from the floor. Enter the...

KIMONO ROOM/STOREROOM

Take the HERBAL MEDICINE from the floor. A violent ghost (WOMAN IN BOX) attacks.

This slow moving spirit is easy to exorcise – simply wait for the shutter chance and snap the Zero Shot. Take MOONSTONE and SPIRIT ORB from the floor. Return to Sunken Fireplace Room and enter...

BIG TATAMI ROOM

Walk into the room until the filament glows, then aim through the mosquito net and photograph the ground-tied ghost (FROZEN WOMAN). Exit, head down the Dirt-Floor Hallway and enter...

BACK ROOM

Approach the coal brazier and enter Viewfinder Mode. Photograph the floating ghost (WOMAN ON DECK) that's looking towards the atrium. Take VILLAGE REPORT 1, 2, 3 and 4 from the atrium deck. These are the first pages of the lost surveyor's (Masumi Makimura) Village Report. Each time the remaining section of a report is found, the surveyor's spirit appears. It's important that you photograph it whenever it manifests. Head back along Dirt-Floor Hallway and exit into the...

ENTRANCE

Take MAYU'S CHARM from the floor. You can now listen to Mayu's thoughts using the Spirit Stone Radio. Exit Osaka House.

OSAKA HOUSE, FRONT

Head south and check in front of the deities statue that's opposite the corner of the Osaka House for TYPE-14 FILM. Head north and go west at the T-junction. Follow the path and head north at the end. A floating ghost (BUTTERFLY CHASER) appears ahead of you. This is one of the hardest ghosts to capture – you have to be super fast! If you can't get it on your first play through the game, try again when replaying the game wearing either Costume A or B (unlocked after completing the game) as Mio can run slightly faster in these outfits. Follow in the direction of the spirit.

KIRYU-TACHIBANA

Continue along the path and down the steps. Two violent ghosts attack (SEEKER and POLE BEARER). The Seeker (holding the torch) Shutter Chance comes as he lunges towards you. To deal with the Pole Bearer, wait for it to swing its pole back, quickly move away so you're out of the pole's range and then take the Zero Shot as the spirit recovers from its attack.

Take a picture of the double-gates that Mayu passed through to get the 'GATE BUTTERFLY' PHOTO. Check the base of the tree to the right of the gate and the lantern to the left of the gate for HERBAL MEDICINE. Head back the way you came and follow the butterflies to...

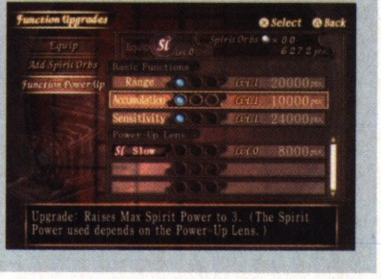
OSAKA HOUSE, FRONT

As you follow the butterflies east, watch for

➔

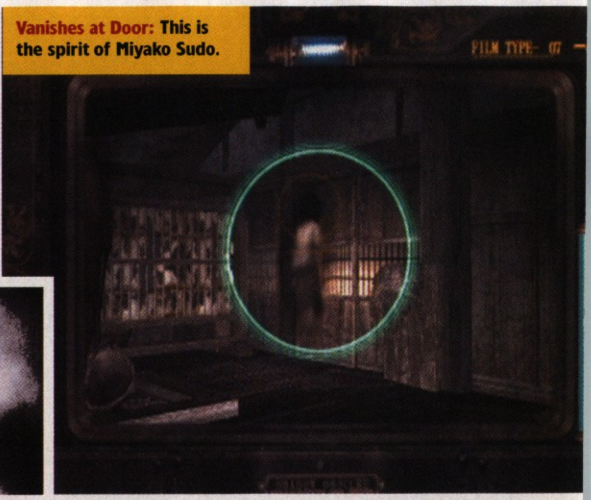
UPGRADING CAMERA

Once you've acquired a Spirit Orb and have accumulated enough points, you can begin to upgrade the camera's functions. On your first play through the game, you should concentrate on upgrading the Basic Functions: start with Range to Level 1, then Sensitivity to Level 1 and finally Accumulation to Level 1. Subsequent upgrades should follow this pattern. Once all the Basic Function parameters have been upgraded to Level 3, you can begin upgrading your Power-Up Lenses. Focus on Blast and Zero.



Upgrade: Raises Max Spirit Power to 3. (The Spirit Power used depends on the Power-Up Lens.)

PROCESS. BEAT THAT AND YOU MUST TRULY POSSESS GREATNESS. ■



Vanishes at Door: This is the spirit of Miyako Sudo.

Sister act: Mio and Mayu are quite happy. And then it all goes wrong.

the filament to glow. When it does, face south, towards the small building that's opposite the Osaka House entrance and photograph the ground-tied ghost (FROZEN MAN). Continue east to...

STOREHOUSE, FRONT

SAVE POINT. Next to the Storehouse is an old well. Check the well for VILLAGE REPORT 2. As you walk away from the well, a floating ghost (WELL CHECKER) appears behind you – this is the ghost of the lost surveyor and it's important you get this photograph. On the other side of the STOREHOUSE is a gate, go through to...

STOREHOUSE, BACK

Following the cut-scene, take a picture of the deities statue for the 'STATUE BUTTERFLY' PHOTO. Make your way back to Osaka House, Front and take the path to...

MISONO HILL

Check the Shinto gate near the save point for VILLAGE REPORT 4. As you walk away from the gate, a floating ghost (GATE CHECKER) appears behind you – the lost surveyor manifests again, so be sure to capture it. Check the deity statue by the west path for TWIN STATUE KEY L.

Three violent ghosts attack (SEEKER, POLE BEARER and SICKLE BEARER). Before you enter Viewfinder Mode, make sure you put some distance between you and the ghosts. If you've upgraded the Sensitivity function on the camera, each of these spirits can be exorcised with a single Zero Shot. For the Sickle Bearer, use the same strategy as for the Seeker – simply wait for it to lunge towards you for the shutter chance.

Take the SPIRIT ORB from the ground near the save point. Head down the west path and cross the bridge to...

ALL GOD'S CEMETERY

Check the cemetery for GLOWING BLUE CRYSTAL and SPIRIT ORB. Return to MISONO HILL and take the east path back to...

OSAKA HOUSE, FRONT

Continue to the T-junction and head east. Two violent ghosts attack (2x SEEKERS). Continue east and look near the well for GLOWING PURPLE CRYSTAL and SPIRIT ORB. Head back along the path, following it west to...

KIRYU HOUSE, FRONT

SAVE POINT. Check the deity statue by the path that leads down the side of Kiryu House for TYPE-14 FILM. Go north down the path, towards the butterflies hovering above another deity statue by...

KIRYU HOUSE, BACK

Check the deity statue for TWIN STATUE KEY R. Three violent ghosts attack (3x MAN IN DARK). These are slow moving spirits and easy to beat – simply wait for them to lunge towards you for the Shutter Chance. Follow the path west, over the footbridge to...

FORK IN ROAD

Before climbing the steps, check the row of deity statues to the left of the steps for VILLAGE REPORT 1. As you walk away from the statues, a floating ghost (STATUE CHECKER) appears behind you – yup, it's the lost surveyor again. Climb the steps to...

KUREHA SHRINE PATH

Take SACRED WATER from the top of the steps and continue along the path. As you approach the shrine, the filament should glow – enter Viewfinder Mode and photograph the ground-tied ghost (SHRINE SHADOW) that's above the lantern to the right of the shrine door. Check to the left of the shrine door for VILLAGE REPORT 3. Walk back down the path, away from the shrine. A floating ghost (MAN AT SHRINE) appears behind you – turn around quickly and take the fourth and final photograph of the lost surveyor. If you've successfully photographed the lost surveyor's spirit each time it's appeared, you will obtain VILLAGE REPORT 5 and you'll be able to enter...

KUREHA SHRINE

Go through the broken section of lattice to the east and check the floor by the pots for HERBAL MEDICINE. Enter the main shrine area and check for SPIRIT ORB. Go through the broken lattice in the corner and check the area behind the altar for SACRED WATER. Exit Kureha Shrine, head back down the steps and make your way back towards Kiryu-Tachibana, where the large double-gates that Mayu passed through are located. At the top of the steps that lead down to the courtyard where the gates are is a ramp – go up the ramp and through the door into...

KIRYU HOUSE, 1F SLIDING SCREEN ROOM

Take HERBAL MEDICINE from under the stairs. Go through the west door into...

PROJECTOR ROOM

Watch the film that plays and take FILM REEL 1 from the projector. Return to the Sliding Screen Room and climb the stairs to...

2F SLIDING SCREEN ROOM

Head north at the top of the stairs, follow the corridor around and head into the room on the left. Take 'STUN' POWER-UP LENS. Check the bookshelf for FOLKLORIST'S NOTE 2. Head back along the corridor, go through the door at the south end of the passageway and out to...

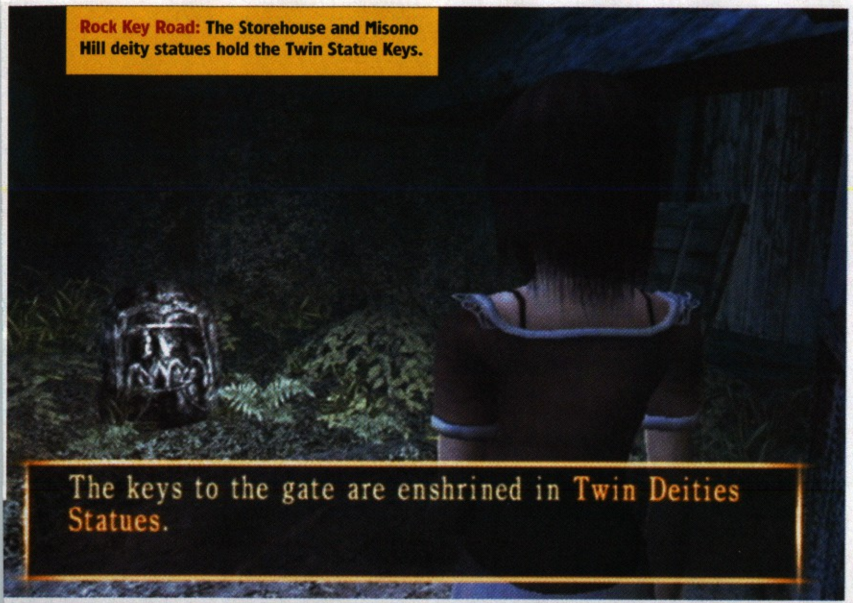
CONNECTING CORRIDOR

Check the floor midway along the walkway for CHRYSOBERYL. Return the way you came and exit the Kiryu House. Go down the steps to the courtyard and open the large double-gates. Go through to...

WHISPER BRIDGE

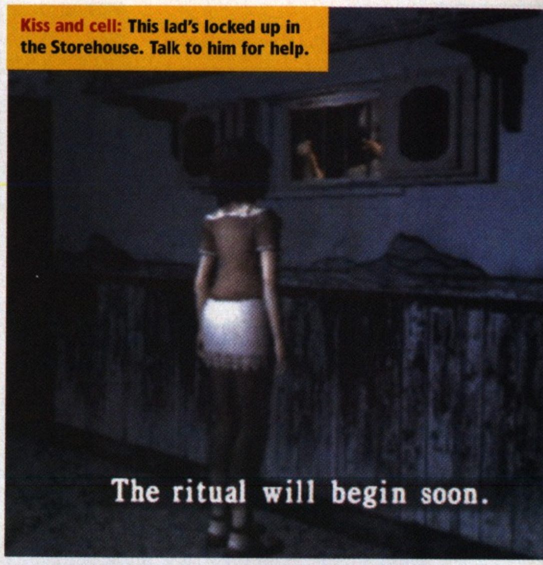
Check the bank beside the bridge for HERBAL MEDICINE. Proceed along the bridge. As you approach the far side, a floating ghost (FLOATING WOMAN) appears over the water, to the west. Quickly take the photograph and prepare for a violent ghost (SUNKEN WOMAN) confrontation. Your shutter chance with this spirit presents itself as it floats towards you. However, once you've hit it with a Zero Shot, the spectre will manifest in a different position – find it using ▣ aim and the filament. If the Sunken Woman disappears beneath the bridge, exit Viewfinder Mode and keep running until you see the ghost appear where you were previously standing – take a photograph now for a Fatal Frame!

Take GREEN CRYSTAL and SPIRIT ORB. Aim towards the hole in the bridge near the items and



Rock Key Road: The Storehouse and Misono Hill deity statues hold the Twin Statue Keys.

The keys to the gate are enshrined in Twin Deities Statues.



Kiss and cell: This lad's locked up in the Storehouse. Talk to him for help.

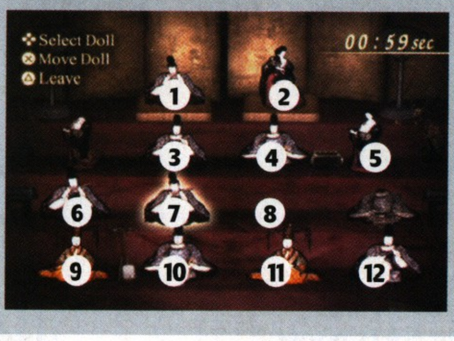
The ritual will begin soon.

FILM TYPE 14 67

DOLL PUZZLE

The idea of this puzzle is to get the two dolls in orange kimonos to the top of the stand. By following our instructions, you'll have it done in no time. Check our picture with the numbered positions and then move the dolls in those positions like so:

7, 10, 9, 6, 7, 10, 11, 8, 4, 3, 7, 10, 11, 8, 4, 2, 1, 3, 7, 8, 4, 2, 1, 3.



photograph the ground-tied ghost (DROWNED WOMAN). Continue to the end of the bridge and go through the doors to...

KUROSAWA, 1F GROUNDS

SAVE POINT. As soon as you enter the area, a floating ghost (BLOODY KIMONO) appears ahead of you. Check the north-east corner of the grounds for SPIRIT ORB. Return to the path and go through the double-doors to finish the chapter and move onto the next one.

CHAPTER 3

THE REPENTANCE

KUROSAWA, 1F ENTRANCE

GET IT NEXT TIME! There is a ground-tied ghost (LOOKING DOWN) here. Stand in front of the cloth at the top of the stairs and aim towards the balcony above.

As you enter, a floating ghost (PRIEST BEHIND) appears behind you, by the entrance doors. Proceed along the passage and go through the door on the west wall into...

ANTECHAMBER

Photograph the floating ghost (TERRIFIED MAN) that's kneeling in the corner behind the kimono. Check the floor for 'INSTANT' ADDITIONAL FUNCTION and examine the drawers for TYPE-14 FILM and HERBAL MEDICINE. Head through the door on the south wall.

MAYU

Follow the corridor playing as Mayi. After turning the corner, open the door located on the east wall and approach the butterflies you will see. When you regain control of Mio, open the door that leads to...

DIRT-FLOOR PASSAGEWAY

Follow the direction that Mayu took. A violent ghost attacks (LIMBO MAN). Let this spirit approach and step back when it bends forwards. When it stands straight, you'll see the light below the viewfinder filament flash red – take a shot now for a Fatal Frame!

Continue along the corridor, where you'll encounter another violent ghost (LIMBO WOMAN). This spirit likes to vanish before materialising in a new position – use the filament and ⊡ aim to track it effectively. The Shutter Chance comes when the spirit is extremely close – be ready to hit it with a Zero Shot.

Take SPIRIT ORB from the floor and check the hole in front of the door that Mayu went through for GLOWING GREEN CRYSTAL. Now go through the door into...

GREAT HALL

On the floor behind the screen directly in front of you is SACRED WATER. In the middle of the room is FLUORITE. Enter the south section of the room. Following the cut-scene, ignore the ghost that has appeared (it can't be defeated) and make your way to the door in the north-east corner. As you approach the door, check between the panels on the left for TYPE-90 FILM. Exit into...

COURTYARD STAIRCASE

As you approach the stairs, Mayu (2ND FLOOR MAYU) appears on a balcony above you – use ⊡ aim to photograph her before she disappears from view. Before climbing the stairs, check the opposite side of the courtyard for STONE MIRROR. Now climb the stairs to...

2F COURTYARD STAIRCASE

GET IT NEXT TIME! There is a ground-tied ghost (UNREQUITED) here. Look from the balcony near the save point and aim towards the rooftops.

SAVE POINT. Head through the door to the Guest Room Hallway. Follow the hallway and go through the door at the end into...

GUEST ROOM

Check the drawers by the door for TYPE-61 FILM and the bookcase in the alcove for FOLKLORIST'S NOTE 3. Go through the door on the north wall to...

FLICKERING ROOM

Check the hanging basket by the door and the drawers in the corner for HERBAL MEDICINE. Take a picture of the door on the north wall to reveal an image of handprints on a wall. Retrace your steps to the 1F Dirt-Floor Passageway (where the Limbo Man and Woman attacked). When passing back through the Great Hall, stay against the outside of the room to make it safely past the ghost.

1F DIRT-FLOOR PASSAGEWAY

Follow the passageway, but get ready to snap a floating ghost (FLEEING VILLAGER) as you turn the corner. You have to be quick to catch this spirit, so enter Viewfinder Mode as soon as the filament glows. As you continue along the passageway, two more floating ghosts (DRAGGER and DRAGEE) appear. Unless you've upgraded the Range function twice already (which is unlikely given the amount of points required), the camera's Capture Circle won't be large enough to frame both spirits – you'll have to capture whichever spirit you miss on a subsequent play through the game. Follow the ghosts down the south-leading passageway and go through the door at the end.

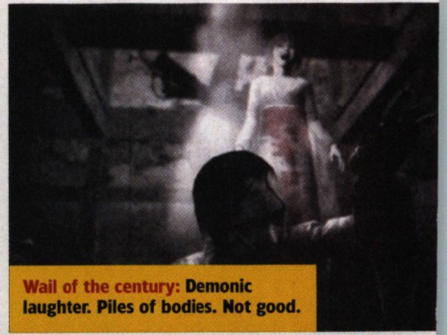
BLOODSTAINED ROOM

Take 'BLAST' POWER-UP LENS and check the drawers in the corner for HERBAL MEDICINE. Before you proceed, equip the newly acquired Blast Power-Up Lens (you must have increased Accumulation at least once to be able to use Blast) – it'll come in handy during the impending fight. Take a photo of the swinging door. Two violent ghosts attack (LIMBO MAN and LIMBO WOMAN). Thanks to the confined space, exorcising these ghouls is a nightmare. If you can, target Limbo Woman first – once she's driven away, the fight is much easier. After the fight, you obtain DIAMOND STACK KEY. Head out through the open door, back into...

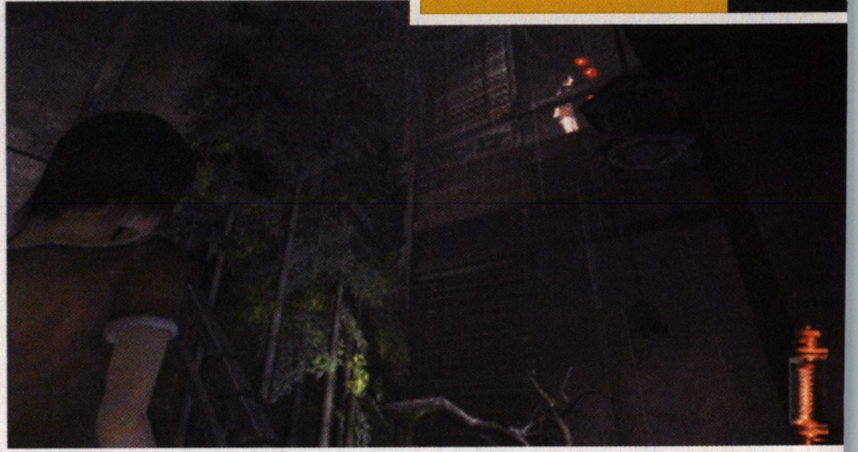
DIRT-FLOOR PASSAGEWAY

Take FAINTLY GLOWING CRYSTAL and SPIRIT ORB. Retrace your steps to 2F Guest

Walk in the dark: The torch doesn't work inside the Kurosawa House.



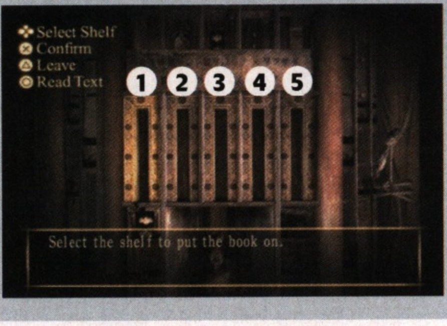
Wail of the century: Demonic laughter. Piles of bodies. Not good.



BOOK PUZZLE

The text (which you can read by pressing ◎) above the five shelves refers to each of the tomes and the appropriate position in which they should be placed on the shelf. It's not too hard, but if you're having problems, refer to our picture for the solution.

SHELF 1: CRIMSON WING TOME
SHELF 2: TABOO TOME
SHELF 3: TWIN TOME
SHELF 4: DISASTER TOME
SHELF 5: RITUAL TOME



Select the shelf to put the book on.

Room, taking care to avoid the ghost as you pass through the Great Hall.

2F GUEST ROOM

As you enter the room, a floating ghost (TURNS HEAD) appears by the bookcase in the corner. Take FOLKLORIST'S NOTE 4 from the floor. Go through the door on the north wall into the Flickering Room, ignore the ghost that appears on the floor and go through the door on the north wall.

CHAPTER 4

FORBIDDEN RITUAL

DOLL STAND ROOM

Check the floor behind the screen for BUTTERFLY DIARY 1 and 'WARPED TWINS' PHOTO. Exit back into...

FLICKERING ROOM

A violent ghost attacks (WOMAN IN BOX). Take TWIN DOLL HEADS from the floor. Return to...

DOLL STAND ROOM

Check the doll stand. Insert the doll heads and check our DOLL PUZZLE BOXOUT (page 45) for the order in which to move the dolls. Once you've completed the puzzle, you get BUTTERFLY KEY. Aim towards the end of the doll stand near the wall and photograph the ground-tied ghost (DOLL STAND SHADOW). Return to the Flickering Room and continue to...

GUEST ROOM

GET IT NEXT TIME! There are two floating ghosts in this room. The first spirit (HANGING HAND) can be seen hanging from the round window. Once you've pictured it, stay in Viewfinder Mode and move towards the window – the second spirit (NO ESCAPE) will appear at the window momentarily. Take KUROSAWA HOUSE MAP and FOLKLORIST'S NOTE 6 from the table. Exit into...

GUEST ROOM HALLWAY

As you turn the corner, a floating ghost (TALKING MAN) appears ahead of you. Continue along the hallway and through the door at the end.

COURTYARD STAIRCASE

As you reach the bottom of the first set of stairs, a floating ghost (CALLING MAN) appears behind you. Continue down to...

1F COURTYARD STAIRCASE

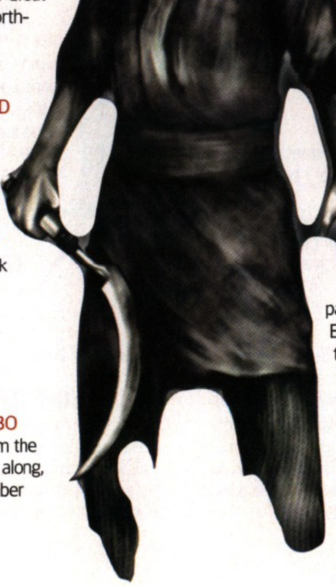
At the bottom of the staircase, aim into the garden and photograph the ground-tied ghost (GARDEN WOMAN). Check the opposite side of the courtyard for 'EVADE' ADDITIONAL FUNCTION. Go through the door into the Great Hall, open the door in the north-west corner and enter the...

STOREROOM

A floating ghost (EXHAUSTED MAN) should appear. This is the ghost of the lost surveyor and it only appears if you received Village Report 5 earlier in Chapter Two. Take BLOODY RING from the floor. Exit back into the Great Hall and go through the door on the west wall into...

DIRT-FLOOR PASSAGEWAY

A violent ghost attacks (LIMBO MAN). Take SPIRIT ORB from the floor. Follow the passageway along, go through to the Antechamber and continue to...



ENTRANCE

Head towards the entrance doors, but be ready for a floating ghost (CURTAIN SHADOW). As you head down the passage, it will appear ahead of you, behind the net. Continue to the entrance doors. Make sure Mayu isn't standing directly behind you and then try to open the doors. A floating ghost (BEHIND CLOTH) appears behind you. Make your way back along the passage and open the door on the east wall. Head through the door to...

GET IT NEXT TIME! Assuming you successfully captured the BEHIND CLOTH ghost during your first play through, a floating ghost (HOPES FOR RITUAL) will appear down the passage as you unlock the door on the east wall. You need to quickly aim towards the entrance doors to get the photograph.

STORAGE ROOM

Approach the door on the south wall. A floating ghost (CHILD AT DOOR) appears behind the door. Don't go through the door – instead, check the clock for SACRED WATER and the drawers for HERBAL MEDICINE and climb the stairs to...

2F PARTITION SCREEN ROOM

As you walk into the room, a floating ghost (PEEKING CHILD) appears between the partitions against the east wall. Examine the section of floor that the ghost was peeking through. You can't get the item yet. Check the box between the adjacent screens for TYPE-14 FILM and the shelf in the north-west corner for CEREMONY MASTER'S NOTE 3. Head back down the stairs and take the CRIMSON BALL that falls from the ceiling. Return upstairs and check the hole in the floor again. When the item dislodges, head back down the stairs to and take DIAMOND LINK KEY from the floor. Head through the open door on the south wall to...

CLOTH HALLWAY

As you enter the hallway, a floating ghost (FADING CHILD) appears and runs down the hallway. This is a difficult spirit to photograph – once it runs behind the hanging cloth, it will be obscured from view, so you have to be quick. Take TYPE-14 FILM from the floor. Proceed along the hallway. As you reach the double-doors on the north wall, enter Viewfinder Mode as another difficult floating ghost (CUT-IN CHILD) is about to appear. Keep your back against the north wall, aim at the bottom of the south wall and slowly move east along the hallway. The spirit will suddenly appear from the south wall – take the photo before it passes through you! Continue east, open the door at the end and go through.

WAREHOUSE

As you enter the room, a floating ghost appears (WAREHOUSE CHECKER). Follow the ghost into...

CELL

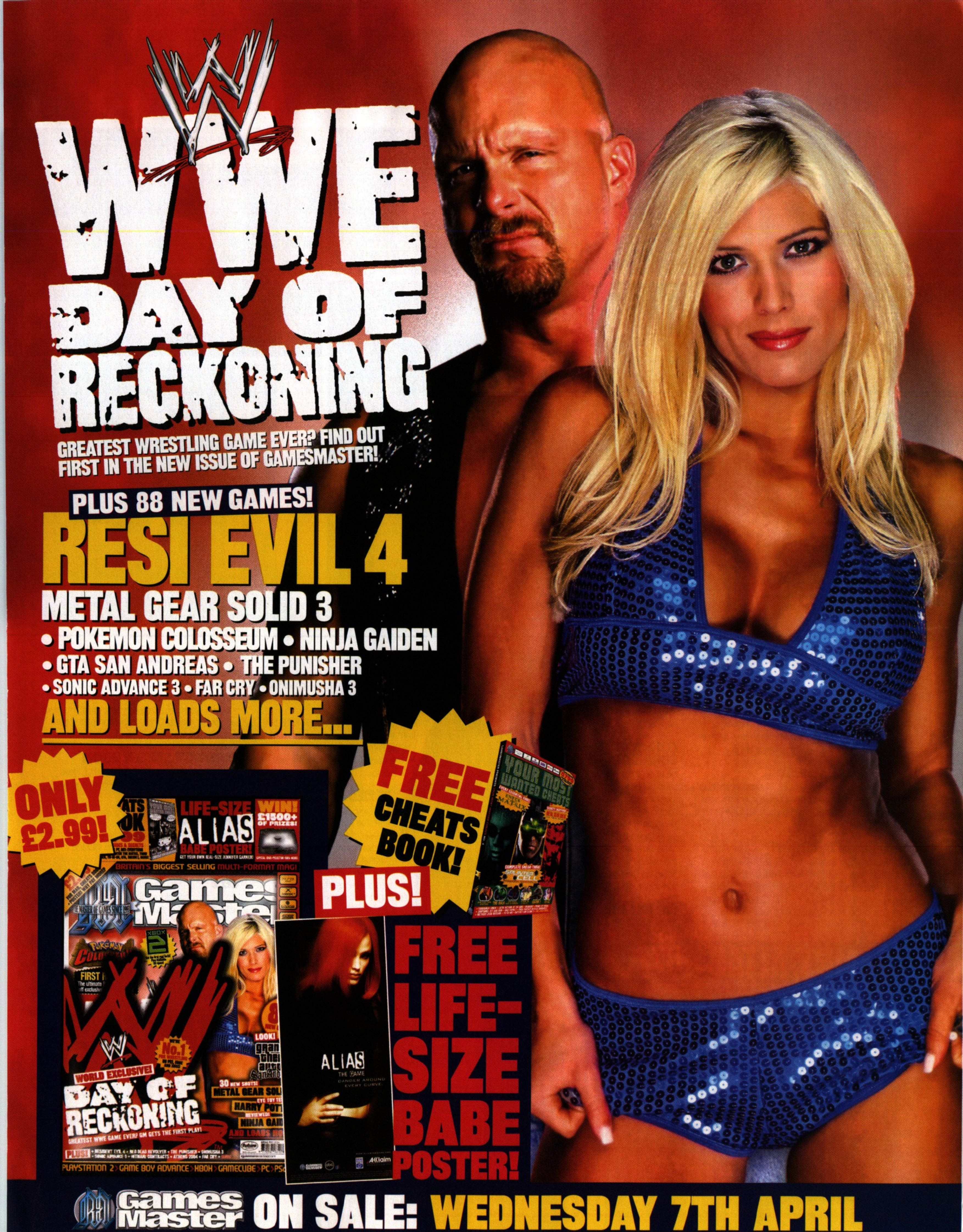
As you enter the room, a floating ghost (CAPTIVE MAN) appears inside the cell. Take FOLKLORIST'S NOTE 8 from the floor. Exit back into the Warehouse and check the small storage space behind the north wall for TYPE-61 FILM. Now head north along...

WAREHOUSE HALLWAY

If Mayu is a little way behind you, a floating ghost (CLINGING SHADOW) will appear from the small storage space and grab Mayu's legs. If the ghost doesn't appear, simply return and run past the small storage space again, making sure that Mayu is a good few paces behind. Continue along the hallway and down the stairs. Open the door and go through to...

BELOW KUROSAWA, UNDERGROUND CELLAR

SAVE POINT. A violent ghost attacks (VEILED



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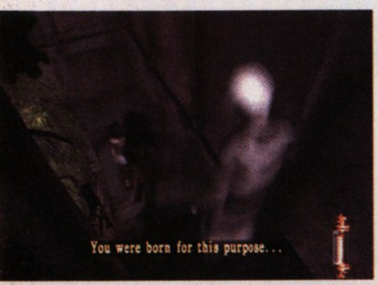
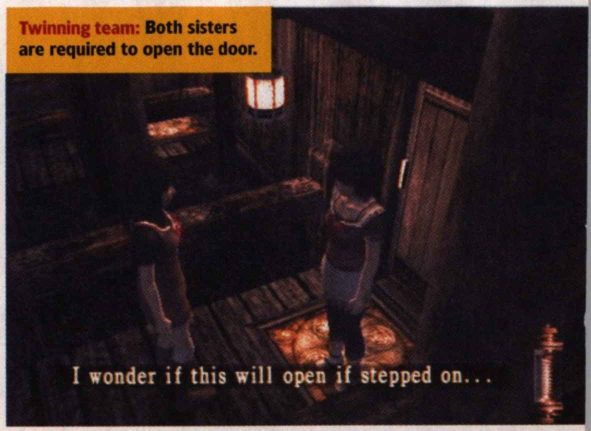


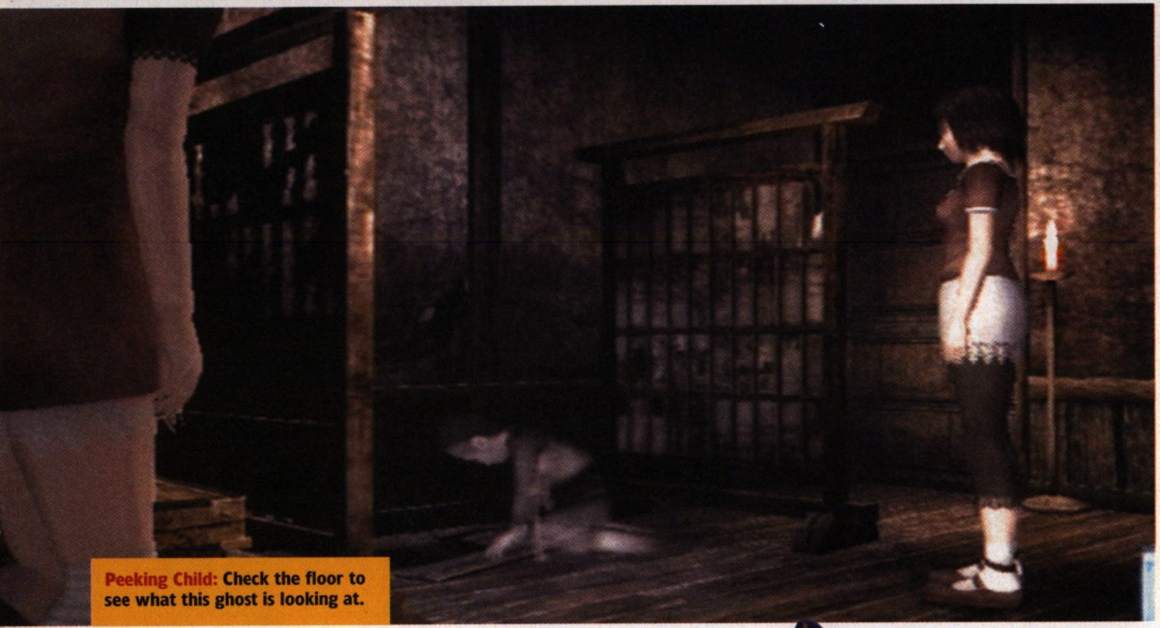
You were born for this purpose...

I think something fell...



Twinning team: Both sisters are required to open the door.

I wonder if this will open if stepped on...



Peeking Child: Check the floor to see what this ghost is looking at.

PRIEST). Before any of this spirit's attacks, it raises its staff – this is the Shutter Chance. The Veiled Priest can move quickly and has a habit of disappearing and materialising right beside you, but as long as you don't stand too close to any walls, it's unlikely that it'll take you completely unawares.

Take **SPIRIT ORB** from the floor. Now retrace your steps back to the Warehouse and into...

1F CLOTH HALLWAY

A floating ghost (**RITUAL PUSHER**) appears ahead of you as you approach the double doors midway along the corridor. Follow the ghost through the doors into...

FAMILY ALTAR ROOM

A violent ghost attacks (**VEILED PRIEST**). Take **CEREMONY MASTER'S NOTE 1** from the front of the altar, check the lamp shelf in the north-east corner for **CEREMONY MASTER'S NOTE 4** and examine the north-west corner for **HERBAL MEDICINE**. Take **GLOWING RED CRYSTAL** and **SPIRIT ORB** from the floor by the double doors. Go down the stairs in the south-east corner and through the door at the bottom. Follow the corridor and climb the steps at the end to...

CONNECTING CORRIDOR

Head north, down the right-hand walkway. Stand on the pattern in front of the door. When Mayu is in position on the panel, head back and make your way along the parallel walkway. Stand on the pattern at the end to open the door.

LATTICE ROOM

SAVE POINT. A floating ghost (**WAITING PRIEST**) appears as soon as you enter the room. Take **SHADOW KEY** from the floor.

Head through the opposite double doors into...

ROPE TEMPLE

Take **CEREMONY MASTER'S NOTE 5** from the altar. Retrace your steps back to the Family Altar Room and climb the stairs that are against the west wall to...

2F MEDITATION ROOM

Take **'SEE' POWER-UP LENS** from the floor and **BUTTERFLY DIARY 3** from the table.

Adjacent to the table is a pattern on the floor – walk over it and when Mayu stands on the pattern, go through the small door on the west wall into...

MASTER'S ROOM

Take **BUTTERFLY DIARY 2**.

Walk forward and a floating ghost (**SPEAKING MAN**) appears behind the lattice. You'll have to aim through the lattice and look to the right to get the photo. After the spirit finishes speaking, a sound is heard on the other side of the lattice. Return to the Family Altar Room and exit through the double doors into 1F Cloth Hallway. Follow the hallway west and continue into the Storage Room. Climb the stairs to 2F Partition Screen Room and open the door on the south wall into...

2F MASTER'S ROOM

Take **CEREMONY MASTER'S NOTE 2** from the cushion. Remove the board blocking the door on the west wall, but don't go through. Check the six-sided bookcase in the centre of the room for **TABOO TOME, TWIN TOME, DISASTER TOME, RITUAL TOME** and **CRIMSON WING TOME**. Now check the side of the bookcase where a Buddha statue is positioned. Choose to put the books on the bookshelves and check our **BOOK PUZZLE BOXOUT** (page 46) for the order in which to place each of the tomes. Once you've completed the puzzle, you receive **LIGHT KEY**. Exit back to...

PARTITION SCREEN ROOM

A violent ghost attacks (**MAN IN DARK**). Head down the stairs into the Storage Room and go through to...

1F CLOTH HALLWAY

Head east. A violent ghost attacks (**MAN IN DARK**) as you reach the far end. Continue into the Warehouse and through to the...

CELL

Unlock the padlocks on the cell door. Inside the cell, approach the south-east corner. A floating ghost (**RITUAL RESEARCHER**) will appear by the bookshelves. Check where the spirit was standing for **HAMMER KEY** and **OSAKA HOUSE MAP**. Examine the bookshelf against the south wall for **FOLKLORIST'S NOTE 10** and **FOLKLORIST'S NOTE 9**. Check near the cell door for **TYPE-90 FILM**. Leave the cell.

CHAPTER 5

THE SACRIFICE

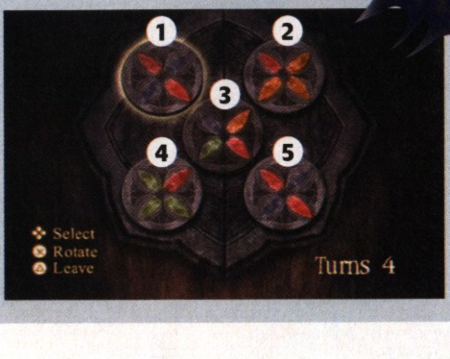
1F WAREHOUSE

GET IT NEXT TIME! Trek through the house from this point to 1F Storeroom, which is the small closet attached to the Great Hall. Inside the Storeroom you'll find a ground-tied spirit (**MASUMI MAKIMURA**). Take a photograph of Mayu (**CONFINED MAYU**) through the observation

FAMILY ALTAR PUZZLE

To solve this puzzle you must rotate the stone tablets so the adjacent petals are all the same colour. Check our picture and you'll see that it's really rather easy.

TABLET 1: 3 Rotations
TABLET 2: 0 Rotations
TABLET 3: 0 Rotations
TABLET 4: 1 Rotation
TABLET 5: 0 Rotations



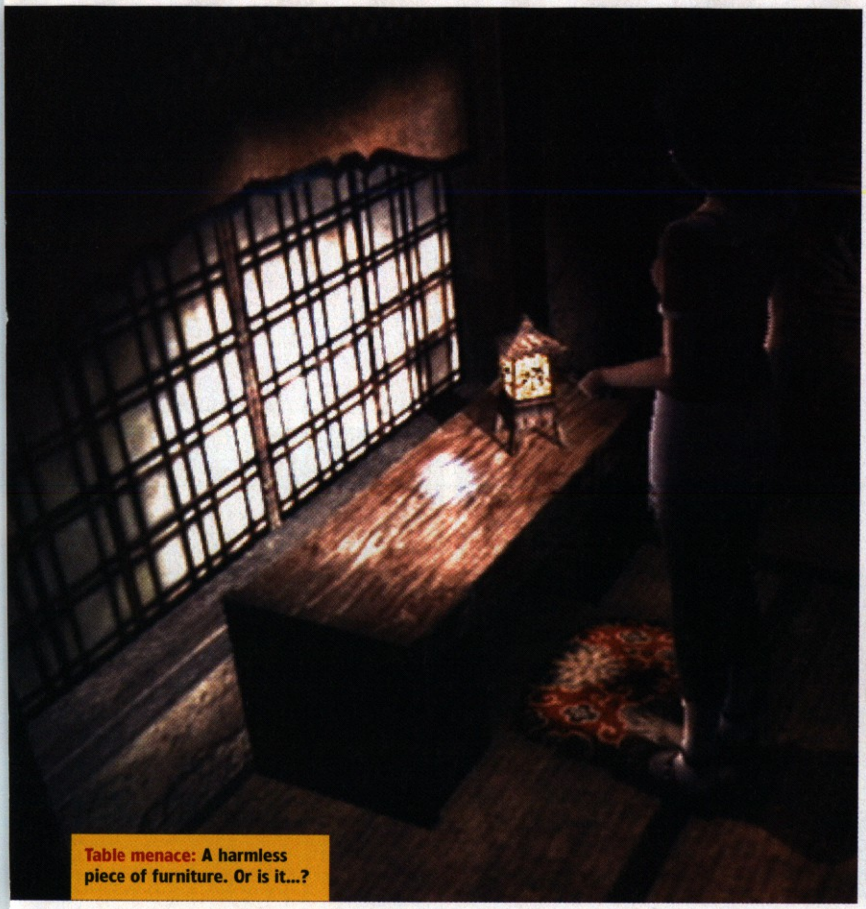
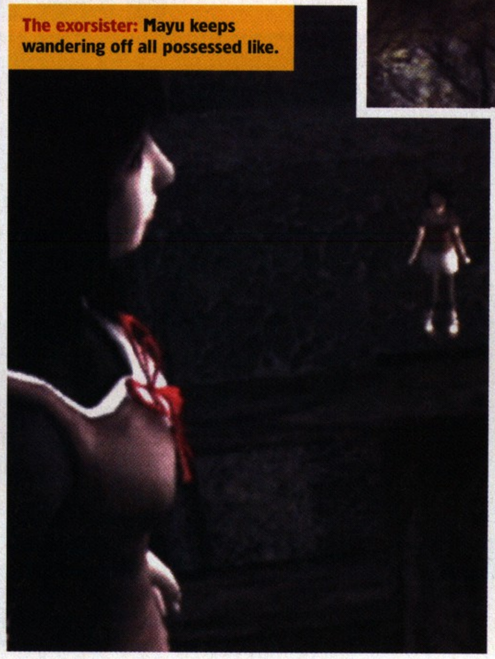


Table menace: A harmless piece of furniture. Or is it...?



The exorsister: Mayu keeps wandering off all possessed like.

window of the cell door. Head north along the Warehouse Hallway and go down the stairs. Open the door and go through to...

BELOW KUROSAWA, UNDERGROUND CELLAR

A violent ghost attacks (WOMAN IN BOX). Take the SPIRIT ORB from the floor. Climb the steps adjacent to the save point and go through the door at the top out to the Kurosawa Grounds. Leave the grounds, cross Whisper Bridge and open the gates into...

ALL GOD'S VILLAGE, KIRYU-TACHIBANA

As you climb the steps leading from the courtyard, a floating ghost (CORRIDOR WOMAN) appears on the overhead walkway. Run beyond the top of the steps before entering Viewfinder Mode. Mio should automatically aim at the spirit. Follow the path south and turn east into...

OSAKA-TACHIBANA

As you head east, a floating ghost (LURED WOMAN) appears on the path ahead of you. Continue east – along Osaka House, Front – and another floating ghost (STOREHOUSE BOUND) appears ahead of you. Continue east along the path to...

TSUCHIHARA, FRONT

As you turn the corner, a floating ghost (WEEPING WOMAN) appears in front of the Storehouse. Take BUTTERFLY DIARY 4 and FLUORITE. Now return along the path and enter the Osaka House. Head through the entrance and enter...

1F SUNKEN FIREPLACE ROOM

GET IT NEXT TIME! A floating ghost (PULLED SHADOW) appears on the floor as you walk towards the Dirt-Floor Hallway.

Head down the Dirt-Floor Hallway, go down the short, south leading passage and enter the...

FAMILY ALTAR ROOM

A floating ghost (MAN FACING WALL) appears against the north wall. Exit the Osaka House and head to...

ALL GOD'S VILLAGE, STOREHOUSE BACK

Speak to the boy through the cell window and then take a picture of him (TRAPPED BOY). Before heading back to Osaka House, make your way to Misono Hill and take the path to...

ALL GOD'S CEMETERY

Walk between the first row of headstones and a floating ghost (GRAVE GIRL) appears behind a headstone on the left. Retrace your steps and enter the Osaka House. If this is your first time through the game, continue to Osaka House, 1F Back Room. Otherwise, head to...

OSAKA HOUSE, 1F KIMONO ROOM

GET IT NEXT TIME! Aim into the open kimono box in the rear section of the room and photograph the ground-tied ghost (WOMAN IN BOX).

OSAKA HOUSE, 1F BACK ROOM

Assuming you acquired Village Report 5 and collected the Bloody Ring, you will see a cut-scene when you enter the room. Take 'ALARM' EQUIPPED FUNCTION from the cushion. If you saw the cut-scene, take BLOODY MEMO and SARD from the floor. Unfortunately, if you saw the cut-scene, two violent ghosts attack (WANDERER and UNREST IN PIECE). The confined space and the swift movements of both ghosts make this a hellish encounter. It's difficult to track the spirits, so use the Slow Power-Up Lens to allow yourself some time to focus on one while the other is temporarily disabled.

Whenever you take a shot of either spirit, exit Viewfinder Mode and quickly run to another part of the room – if the hit spirit doesn't materialise right beside you, then its fellow phantom will be closing in. Make your way back to Sunken Fireplace Room and enter...

GET IT NEXT TIME! Aim at the coal brazier and photograph the ground-tied ghost (MIYAKO SUDO).

BIG TATAMI ROOM

Walk into the room and then turn back towards the door. A floating ghost (STARING WOMAN) appears at the window. Exit, climb the stairs and go through the first door you come across to gain access to...

2F GUEST ROOM

A floating ghost (PEEKING KID) appears sitting on the beam over the doorway into the west Guest Room. Continue into the west Guest Room and take the SPIRIT ORB. Go back down the stairs and head to...

1F FAMILY ALTAR ROOM

Check near the south wall for TYPE-ZERO FILM. Examine the altar in the alcove on the north wall. Check our FAMILY ALTAR PUZZLE BOXOUT (page 48) for the order in which to rotate the stone tablets. Once you've completed the puzzle, check the wall next to the altar and go down to...

BELOW OSAKA, A PASSAGEWAY

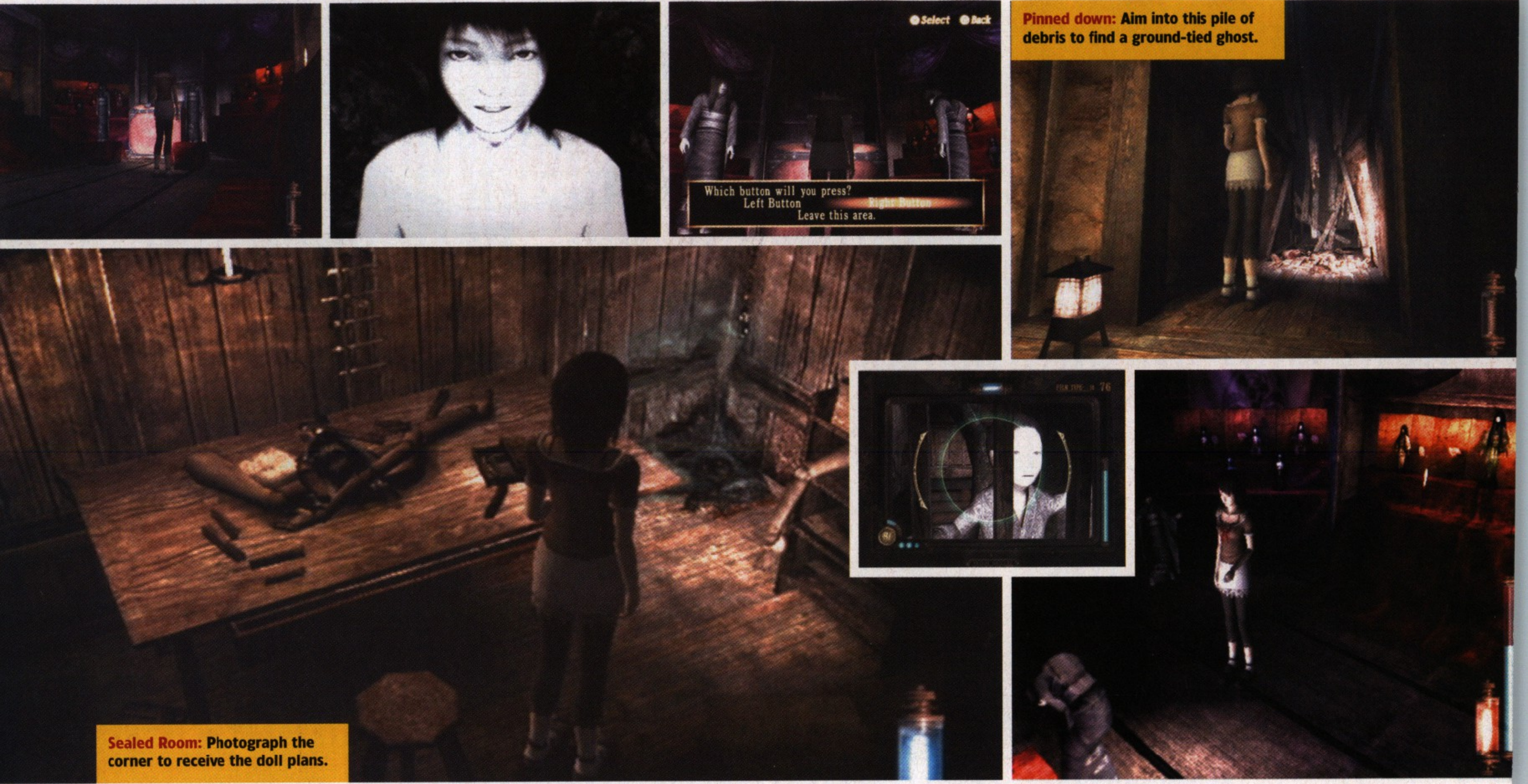
A floating ghost (SEARCHING BELOW) appears ahead of you. Continue and take the STONE MIRROR (if you're not already carrying one) from the recess. Check the kimono boxes on either side of the Stone Mirror for TYPE-14 FILM and PREHNITE. Search the rest of the cavern for FILM REEL 7. Search the kimono box near the film reel. A violent ghost attacks (THE MOURNER). This spirit cannot see, so simply focus on it and wait for the shutter chance. However, once you've taken the shot, the phantom will rush towards you flailing its arms. When this happens, quickly exit Viewfinder Mode and run to a safe position. Take the RUSTY KEY and return to...

1F FAMILY ALTAR ROOM

Open the door to Dirt-Floor Hallway. A violent ghost attacks (WANDERER). Exit the house to...

OSAKA HOUSE, FRONT

Follow the path west. A floating ghost (CRYING GIRL) appears inside one of the



Pinned down: Aim into this pile of debris to find a ground-tied ghost.

Sealed Room: Photograph the corner to receive the doll plans.

houses on the right as you pass it. Make your way back to Kurosawa Grounds and enter the house through the single door.

BELOW KUROSAWA, UNDERGROUND CELLAR

Two violent ghosts attack (2x THE MOURNER). Go through the door and climb the stairs to 1F Warehouse Hallway. Follow the hallway to the Warehouse, unlock the Cell door and go through.

1F CELL

Check the small table for MAYU'S NOTE and 'WHITE-HAIRED BOY' PHOTO. While you control Mayu, follow the butterflies up the steps leading from Kiryu-Tachibana. When you regain control of Mio, exit the cell, retrace your steps and exit the Kurosawa House. Cross Whisper Bridge and head through the large double-gates to...

KIRYU-TACHIBANA

Cross the courtyard. A floating ghost (CORRIDOR WOMAN) appears on the overhead walkway. Climb the steps and go up the little ramp on the right at the top. Go through the door into Kiryu House, 1F Sliding Screen Room. Climb the stairs and open the door at the south end of the corridor to...

2F CONNECTING CORRIDOR

Cross to the opposite door and try to open it. The door's locked, so make your back along the walkway. A violent ghost attacks (BROKEN NECK WOMAN). This spirit is easy to exorcise. Let it approach and wait for it to bend down (when it's really close) - this is the shutter chance, so hit it with a Zero Shot. Head back into...

KIRYU HOUSE, 2F SLIDING SCREEN ROOM

When the Connecting Corridor door closes behind you, enter Viewfinder Mode and aim west, through the broken panels, into the room beyond. Still aiming through the panels, edge north along the corridor. Quickly capture the floating ghost (MAN IN STUDY) when it appears. Proceed along the corridor and enter the room proper. Check the table for FOLKLORIST'S NOTE 5 and LAZULITE. Head down the stairs and exit the Kiryu House. Proceed south down the path and follow it west into...

KIRYU HOUSE, FRONT

As you approach the save point, a floating ghost (ENTERING MAN) appears ahead of you. Take a picture of the door that the spirit passed through to reveal an image of a Well. Before going to the well, continue west and follow the path to...

KIRYU HOUSE, BACK

As you approach the deities statue, the filament will glow. Aim above the statue and photograph the ground-tied ghost (MAN IN SHADOWS). Now head east, all the way to...

TSUCHIHARA, FRONT

Approach the well and the filament will glow. Take a picture of the well to reveal an image of a face - this breaks the seal on the Kiryu House door. Retrace your steps and go through the door that was previously sealed.

CHAPTER 6

THE REMAINING

KIRYU HOUSE, 1F ENTRANCE

Two floating ghosts (DAZED GIRL and DAZED DOLL) appear behind the panels on the east wall as you enter. Assuming you've fully upgraded the Range Basic Function, you should have no problem capturing both spirits in one shot. Access 'Photo' from the menu screen to check both spirits have been captured. Head down the east passageway and through the door on the north wall into...

HANGING DOLL ROOM

Two floating ghosts (FLEEING TWIN and FLEEING DOLL) run across the room and through the door on the north wall. Again, you should be able to capture both spirits in one shot. Check the drawers for HERBAL MEDICINE and TYPE-14 FILM. Exit through the door that the ghosts passed through.

TATAMI ROOM HALLWAY

Two floating ghosts (VANISHING DOLL and VANISHING TWIN) appear ahead of you. Check the rooms to the east (Regular Tatami Room) for TYPE-61 FILM. Return to the hallway and continue north. Cross to the opposite room (Deluxe Tatami Room) at the T-junction and take HERBAL MEDICINE. Return to the hallway through the doorway on the east wall and head north a few steps to the T-junction. Go east and open the door on the north wall into...

TWINS' ROOM

As you enter the room proper, check the drawer against the west wall for TYPE-90 FILM. Check the open drawer against the north wall for HERBAL MEDICINE. Try to open the door on the west wall. Two floating ghosts (SITTING TWIN and SITTING DOLL) appear behind you, kneeling on the floor. Take VIOLET DIARY 2 and BLUE CRYSTAL from the cushion. Go through the door on the west wall into...

HALLWAY OF CONTRASTS

Two violent ghosts attack (TWIN'S DOLL and TWIN'S SPIRIT). This is another tricky battle. The spirits like to hide in the walls and, although they move slowly, it's easy for them to take you unawares. Use ⊡ aim and the filament to track them as best you can. To make things worse, only the Twin's Spirit can be exorcised - the Twin's Doll is little more than a decoy. Unfortunately, there's no way to tell the spirits apart, so you'll find yourself wasting shots on the Twin's Doll and making no progress in the fight! Thankfully, the Twin's Spirit can be exorcised with a couple of Zero Shots (the Shutter Chance comes as the spirit is about to grab you).

Proceed west along the hallway and take FILM REEL 4 from the floor behind the curtain. While in this little nook, enter Viewfinder Mode and aim out of the window. A floating ghost (PEEPING CHILD) will suddenly appear in front of you. Head east, back along the hallway and follow it around the corner. Go through the door on the east wall into...

DOLL ROOM

Take DOLL MAKER NOTE 3 from the doll stand. Take a picture of the large, headless doll at the end of the room to reveal an image of a family altar. Return into Hallway of Contrasts and follow it all the way back to the nook with the curtain. Head south past the nook, follow the corridor to the end and open the door into...

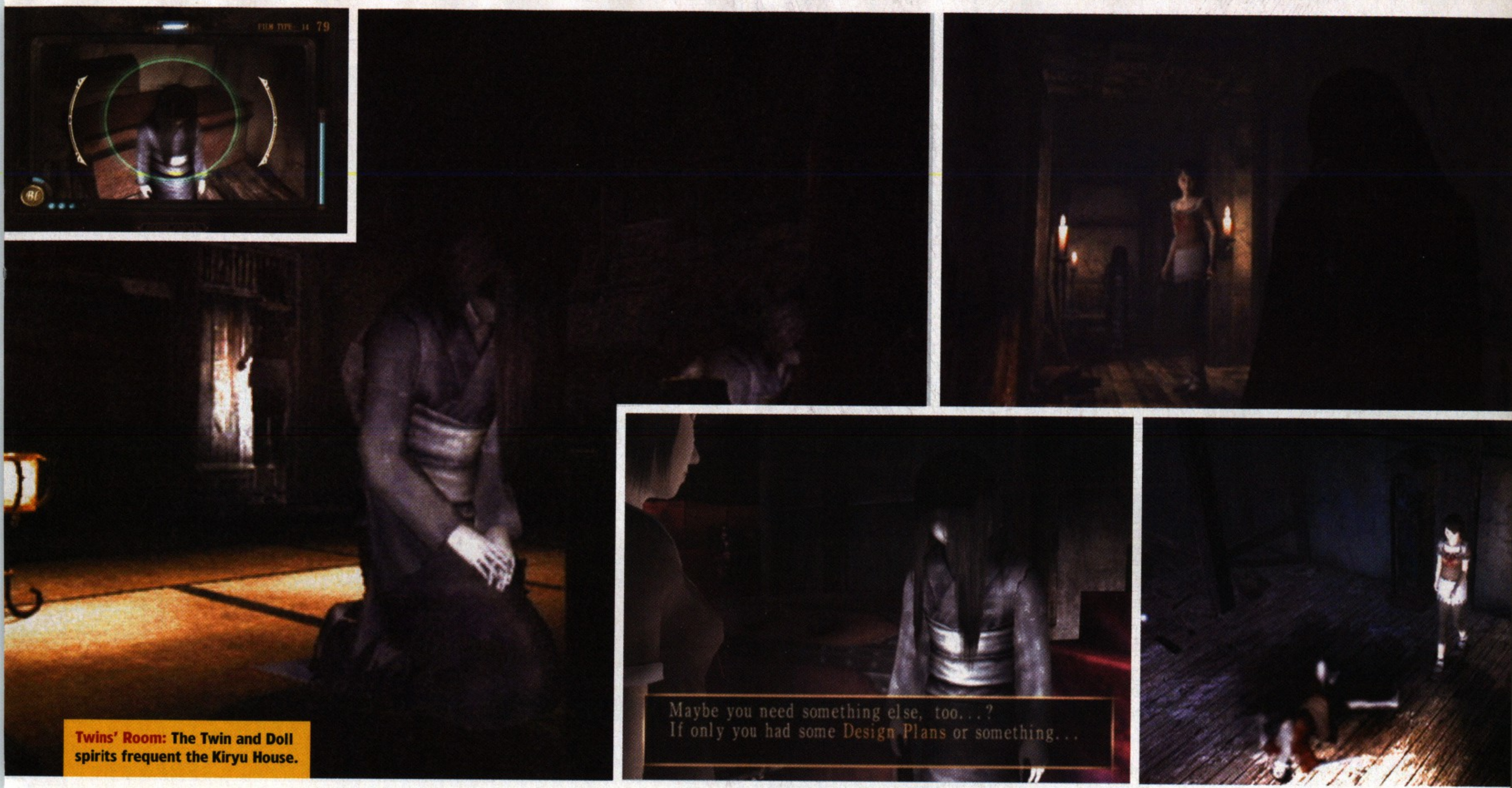
STAIRCASE HALLWAY

SAVE POINT. Go through the door on the east wall to the Tatami Room Hallway. Head south and open the first door on the west wall into...

FAMILY ALTAR ROOM

As you walk into the room, the filament begins to glow. A floating ghost (HIDDEN MAN) has materialised, but is actually in the adjoining room. However, you can photograph the spirit through a small hole in the south wall, near the south-west corner.

Take VIOLET DIARY 1 from the altar and HERBAL MEDICINE from the drawer in the corner.



Maybe you need something else, too...?
If only you had some Design Plans or something...

Twins' Room: The Twin and Doll spirits frequent the Kiryu House.

Exit back to the hallway and through the adjacent door on the west wall into...

SEALED ROOM

Check the unit against the south wall for TYPE-14 FILM. Examine the table for DOLL MAKER NOTE 4 and DOLOMITE. A floating ghost (DOOMED GIRL) appears behind you. Exit back to the hallway, retrace your steps to the Staircase Hallway and climb the stairs to...

2F STAIRCASE HALLWAY

Follow the hallway and head down the collapsed south leading passage. Aim towards the debris and photograph the ground-tied ghost (PINNED DOWN). Head back and go up the small set of steps at the east-end of the hallway and through the doorway on the west wall to...

RAISED TATAMI ROOM

Aim at the blanketed figure and photograph the ground-tied ghost (SHIVERING WOMAN). Take the SPIRIT ORB from the floor and check the shelves for SACRED WATER. Exit back to the hallway and head north, through the door into...

STAIRWAY ROOM

SAVE POINT. Follow the corridor and head east at the T-junction. Proceed all the way along until you arrive at a dead-end (Storeroom), where you'll find a ghost (AZAMI KIRYU). Photograph the spirit to receive DOLL'S RIGHT ARM and DOLL MAKER NOTE 2.

Head down the nearby small set of steps that are on the opposite side of the passageway and unlock the door at the end, but don't go through. Instead, retrace your steps back to the T-junction and head south until the filament glows. Aim through the wooden lattice on the west wall into the room beyond and photograph the ground-tied ghost (CORNER WOMAN). Make your way along the balcony to the save point and go down the stairs to...

1F CLOCK HALL

A violent ghost attacks (FALLEN WOMAN). This spirit is badly broken and can only drag itself towards you across the floor, so it's nice and easy to keep in your sights. To get a Zero Shot, let the ghost get very close and then take the picture as it raises its arms to grab you. Once you've hit the spirit, it disappears. Exit Viewfinder Mode and keep moving, otherwise the ghoul will materialise above your head and fall on top of you.

Take FILM REEL 3 from the floor and check the broken clock for SPODUMENE. Unlock the door on the east wall and go through to Tatami Room Hallway. Head south and follow the hallway around to the west. Open the door at the end and go through to Staircase Hallway. Go through the door on the north wall, into...

HALLWAY OF CONTRASTS

The filament glows as you enter this area. Open the door on the west wall. A ghost (AZAMI KIRYU) is standing inside the small storeroom. Photograph the spirit to receive DOLL'S HEAD and DOLL MAKER NOTE 1.

Follow the hallway all the way around, unlock the door at the far end and go through into the Projector Room (where you can view collected Film Reels if you like). Head through the door on the east wall to...

SLIDING SCREEN ROOM

Check the small Storeroom opposite the Projector Room door. A ghost (AZAMI KIRYU) is standing inside. Photograph the spirit to receive DOLL'S LEFT ARM and VIOLET DIARY 3. Head back through the Projector Room into the Hallway of Contrasts and open the door on the east wall into...

DOLL ROOM

Check the large, headless doll at the end of the room. Once the doll is reassembled, check it again. Make your way to...

SEALED ROOM

Photograph the burnt remains in the north-west corner of the room to reveal an image of twins. You receive DESIGN PLANS and CHARRED NOTES. Exit back into the hallway and go through the door to the south into...

HANGING DOLL ROOM

A violent ghost attacks (DOLL MAKER). This spirit will usually fight from a distance, summoning inanimate dolls to attack you. The dolls cannot be hit with the camera, so you must focus your attacks on the Doll Maker. You will have to settle for hitting the ghost with normal shots, as waiting for a shutter chance simply gives the spirit more time to attack using the dolls. However, it's often possible to get a Zero Shot immediately after hitting the spectre with a normal, weak shot.

You receive GLASS EYES and DOLL MAKER NOTE 5. Take 'SWITCH' EQUIPPED FUNCTION and SPIRIT ORB. Retrace your steps back to...

DOLL ROOM

Check the large doll. Check the device directly behind the dolls. You must make the dolls face each other by using the buttons. Press the left button four times and the right button twice. Two violent ghosts attack (TWIN'S SPIRIT and TWIN'S DOLL). The ghost standing on the pedestal to the left of Mio is the Twin's Spirit, so try to target it before you're grabbed. After that, stand in the middle of the room and shoot the spirits as they attack. Once the true spirit is exorcised, you receive PALE PURPLE CRYSTAL. Climb down the ladder behind the doll pedestals to...

BELOW KIRYU, A PASSAGEWAY

Check the pile of rocks at the bottom of the ladder for DIMLY GLOWING CRYSTAL. Follow the tunnel east.

CHAPTER 7

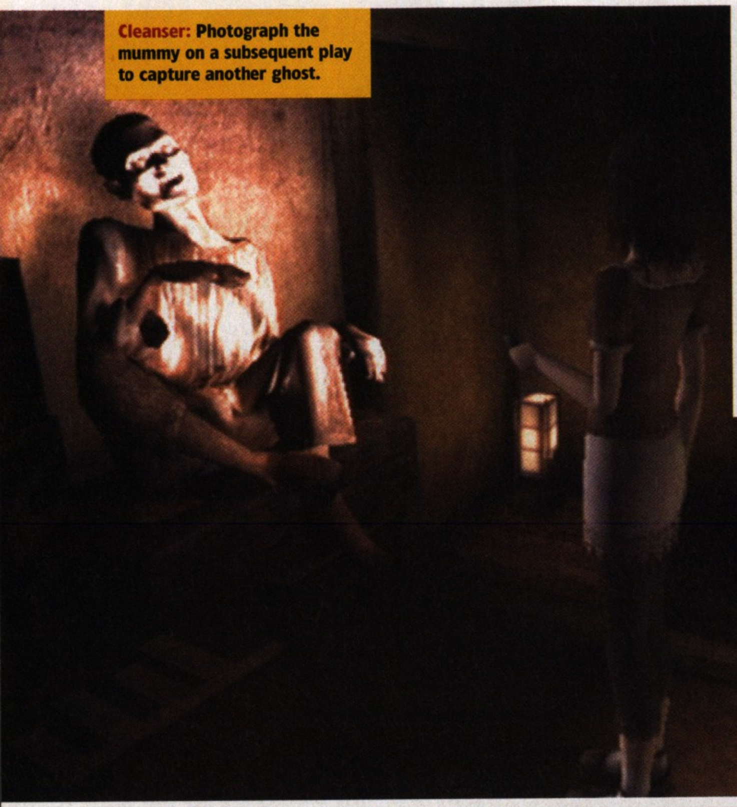
SAE

TACHIBANA HOUSE, 1F LARGE STOREROOM

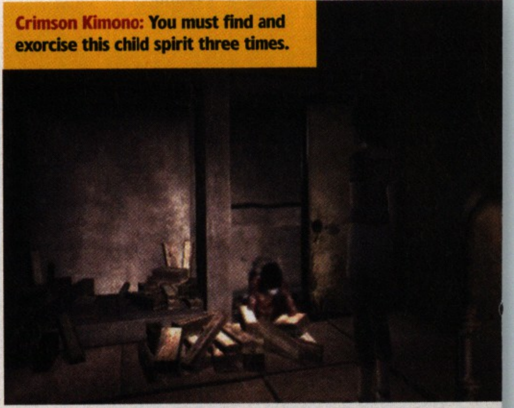
SAVE POINT. Check the boxes opposite the save point for SPIRIT ORB. Take HERBAL MEDICINE from the floor. Head through the door into...

HALLWAY OF CONTRASTS

The spirit of Sae appears as you enter the



Cleanser: Photograph the mummy on a subsequent play to capture another ghost.

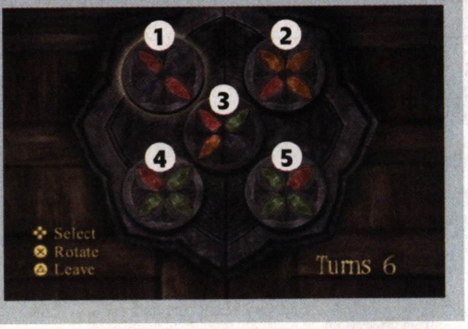


Crimson Kimono: You must find and exorcise this child spirit three times.

OLD TREE PUZZLE

More turny tablet mayhem. Let's rotate...

TABLET 1: 1 Rotation
TABLET 2: 2 Rotations
TABLET 3: 0 Rotations
TABLET 4: 0 Rotation
TABLET 5: 3 Rotations



hallway. If Sae touches you it's game over, and without the camera you're defenceless – so run. Follow the hallway all the way to the end and open the door into...

STAIRCASE-HALLWAY

SAVE POINT. Check against the south wall for HERBAL MEDICINE and climb the stairs. Following the cut-scene, turn around and run back along the hallway away from Sae. You will automatically enter...

ROW OF TATAMI ROOMS-E

Run into the south-west corner and open the right-hand door into Row of Tatami Rooms-N. Head through the adjacent door into...

ROW OF TATAMI ROOMS-S

Check the adjacent door on the north wall to see a padlock engraved with a paulownia design. Run to the south section of the room and head through the door on the east wall into...

STOREROOM

Take PAULOWNIA KEY from the shelf. Exit back into Row of Tatami Rooms-N, unlock the door with the paulownia padlock and quickly go through to...

ROW OF TATAMI ROOMS-W

Following the cut-scene, leave your hiding place and check the door on the north wall. Examine the device next to the door. Return to the previous room, enter the Storeroom and take RED CORD DOLL from the shelf. Retrace your steps and place the doll on the device. You must make the dolls face each other by using the buttons. Press the left button three times and the right button three times. When the door unlocks, quickly go through to reach...

KIRYU HOUSE, CONNECTING CORRIDOR

Cross to the opposite door and enter the Kiryu House. Go down the stairs and make your way to the Doll Room. Go down the ladder to...

BELOW KIRYU, A PASSAGEWAY

Follow the tunnel to the CAMERA OBSCURA and TORCH. Directly ahead of these items is a flickering candle – aim at the boulders below the candle and photograph the ground-tied ghost (CRUSHED MEN). Continue along the tunnel and climb the ladder at the end to Tachibana House, 1F Large Storeroom. Exit into...

TACHIBANA HOUSE, HALLWAY OF CONTRASTS

Photograph the door at the west end of the corridor to break the seal. Go through into...

PROJECTOR ROOM

Watch the film that plays and then take FILM REEL 2 from the projector. Exit through the door on the north wall into...

SLIDING SCREEN ROOM

GET IT NEXT TIME! A floating ghost (EVIL ARM) appears from the well under the staircase.

Check the Storeroom opposite the Projector Room door for FILM REEL 6. Climb the stairs to...

2F SLIDING SCREEN ROOM

Check the kimono box near the top of the stairs for TYPE-14 FILM. Follow the corridor and head into the room on the right. Take 'ZERO' POWER-UP LENS from the small table. Check the bookshelf for GREEN DIARY 4 and the Closet on the south wall for SACRED WATER. Retrace your steps, back to...

TACHIBANA HOUSE, HALLWAY OF CONTRASTS

Follow the hallway until you find a recess in the west wall. Photograph the door in the recess to break the seal. Go through into...

TWINS' ROOM

GET IT NEXT TIME! Aim at the mummy sitting on the chest of drawers and photograph the ground-tied ghost (CLEANSER).

Take CRIMSON DIARY 3 from the cushion. Approach the north-east corner until the filament glows, then aim into the corner and photograph the ground-tied ghost (MALE TWIN). Check the drawers on the south wall for STONE MIRROR. Exit through the door on the west wall into...

TATAMI ROOM HALLWAY

Take the west leading passage and head through the open doorway on the south wall into the Deluxe Tatami Room. Take HERBAL MEDICINE from the floor and check the table for GREEN DIARY 3. Exit the room, head east and photograph the door at the south-end of the hallway to break the seal. Go through to Clock Hall, take SACRED WATER and climb the stairs to...

2F STAIRWAY ROOM

Follow the central landing around and check the door at the start of the west leading passage. After checking the door, a floating ghost (CRIMSON KIMONO) appears beside you. Aim through the lattice and photograph Mayu (CRYING MAYU) inside the cell. Before following the floating ghost, cross the central landing to the east leading passage and unlock the door at the end – but don't go through. Return to the west leading passage, unlock the door at the end and enter Staircase Hallway. Go through the doorway before the small set of steps into...

RAISED TATAMI ROOM

Take CRIMSON DIARY 2 and 'TWINS & GIRL' PHOTO from the small pedestal. Check the closet and shelves against the east wall for HERBAL MEDICINE and TYPE-14 FILM. Exit into Staircase Hallway and go down the small set of steps. Check the small, slatted inspection hatches beneath the Raised Tatami Room. A violent ghost attacks (CRIMSON KIMONO). This spirit likes to vanish and materialise, so leave the confines of the narrow hallway and return to the Raised Tatami Room. Use ◎ aim and the filament to track its movements. After materialising a few times, the ghost will eventually attempt to grab you – this is when you get the Shutter Chance. This spectre can also temporarily blind you – If it starts wailing loudly, quickly hit it before the attack leaves you blinded.

You receive CRIMSON DIARY 1. Return to the Staircase Hallway and go through the door that's opposite the small, slatted inspection hatches.

Old Tree: To use the shrine you need all of the family crests.

ROW OF TATAMI ROOMS

Check the shelf in the east room for TYPE-90 FILM. Check the table in the north room for GREEN DIARY 1 and GREEN DIARY 2. Check the Storeroom in the south room for SPIRIT ORB. Finally, check the drawers in the south-west corner of the west room for TYPE-ZERO FILM. Retrace your steps back through the Row of Tatami Rooms and return to Staircase Hallway. Follow the hallway south and go down the stairs at the end to 1F Staircase Hallway. Head through the door at the bottom of the stairs into...

1F TATAMI ROOM HALLWAY

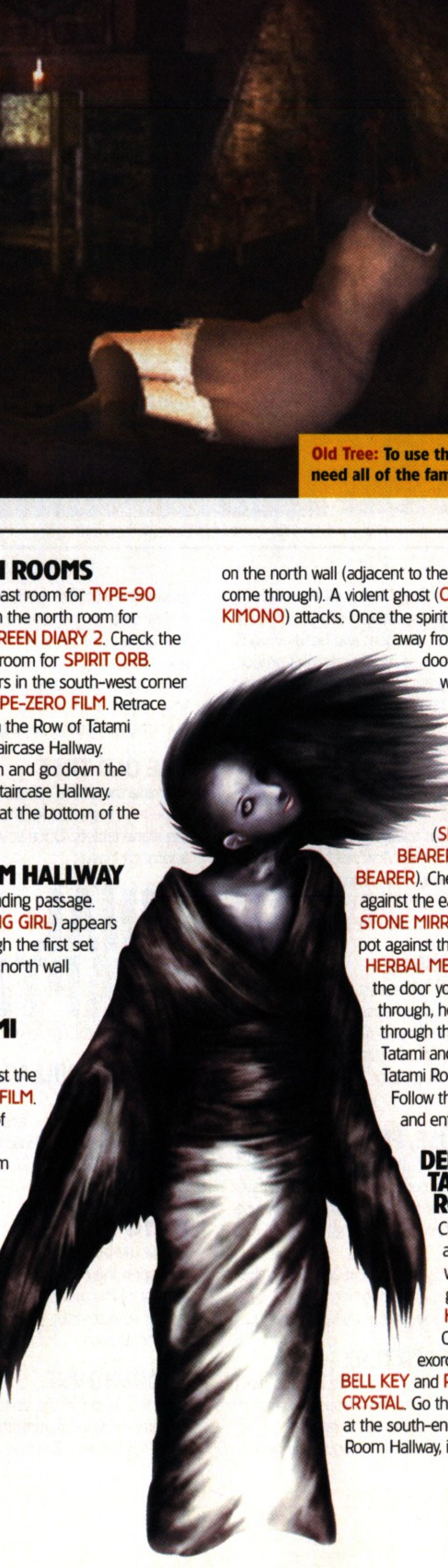
Head down the west leading passage. A floating ghost (FLEEING GIRL) appears ahead of you. Go through the first set of double-doors on the north wall into...

REGULAR TATAMI ROOM

Check the drawer against the north wall for TYPE-61 FILM. Enter the west section of the room and take CRIMSON DIARY 4 from the table. Exit back into the hallway and go through the door at the west-end of the hallway into Room with Tatami. Take FILM REEL 5 from the table and head through the door on the west wall into...

ENTRANCE

Check the cupboard on the north wall (adjacent to the door you've just come through). A violent ghost (CRIMSON KIMONO) attacks. Once the spirit is exorcised, stay away from the double doors on the west wall – if you get too close to them you'll be attacked by three violent ghosts (SEEKER, SICKLE BEARER and POLE BEARER). Check the drawers against the east wall for STONE MIRROR and the large pot against the south wall for HERBAL MEDICINE. Exit via the door you originally came through, head straight through the Room with Tatami and exit back into Tatami Room Hallway. Follow the hallway east and enter...



DELUXE TATAMI ROOM

Check the closet against the east wall. A violent ghost (CRIMSON KIMONO) attacks. Once the spirit is exorcised, you receive BELL KEY and RED SPECKLED CRYSTAL. Go through the door at the south-end of the Tatami Room Hallway, into the Staircase Hallway and climb the stairs. Follow the 2F Staircase Hallway around to the east, open the door and go through to Stairway Room. Unlock the door to the room where Mayu was earlier and enter.

2F ITSUKI'S ROOM

Take GREEN DIARY 5 from the floor. Check the bookshelf in the nook for BOUND DIARY 2. Finally, take BOUND DIARY 1, TACHIBANA CREST and FLUORITE from the table.

CHAPTER 8

HALF MOON

ALL GOD'S VILLAGE, KIRYU HOUSE FRONT

Head west along the path, follow it across the bridge and to Fork in Road. Take the left-hand fork and follow it to the Old Tree. Photograph the tree to reveal an image of an altar. Head back along the trail and climb the steps to...

KUREHA SHRINE PATH

As you reach the top of the steps a floating ghost (MAN AT SHRINE) appears ahead of you. Enter the shrine.

KUREHA SHRINE

Photograph the shrine to reveal an image of twins going under a fence. This breaks the seal on the Old Tree. Take FOLKLORIST'S NOTE 7 from the floor to the right of the altar. A violent ghost attacks (VEILED PRIEST). Take GLOWING YELLOW CRYSTAL and SPIRIT ORB from the floor. Exit the shrine and retrace your steps to the Old Tree. Go through the hole at the base of the tree into...

THE OLD TREE

Following the cut-scene, take a photograph of Mayu (FALLEN MAYU). Take FOLKLORIST'S NOTE 12 from the floor. Check the shrine for OCTAGON KEY. Take a photo of the shrine to reveal an image of the stone tablets in place. Photograph Mayu to reveal an image of a woman crying by a storehouse. Exit the tree through the hole in the south-east 'corner'. Follow the trail, continue passed Kiryu House and proceed east to...

OSAKA HOUSE, FRONT

A floating ghost (STOREHOUSE BOUND) appears ahead of you. Stay in Viewfinder Mode, continue along the path and aim through the doorway of the building on the right (where you photographed the ground-tied FROZEN MAN ghost earlier) and photograph the floating ghost (ROAMING DOLL) when it appears. Continue to Storehouse Front and unlock the Storehouse door.

STOREHOUSE

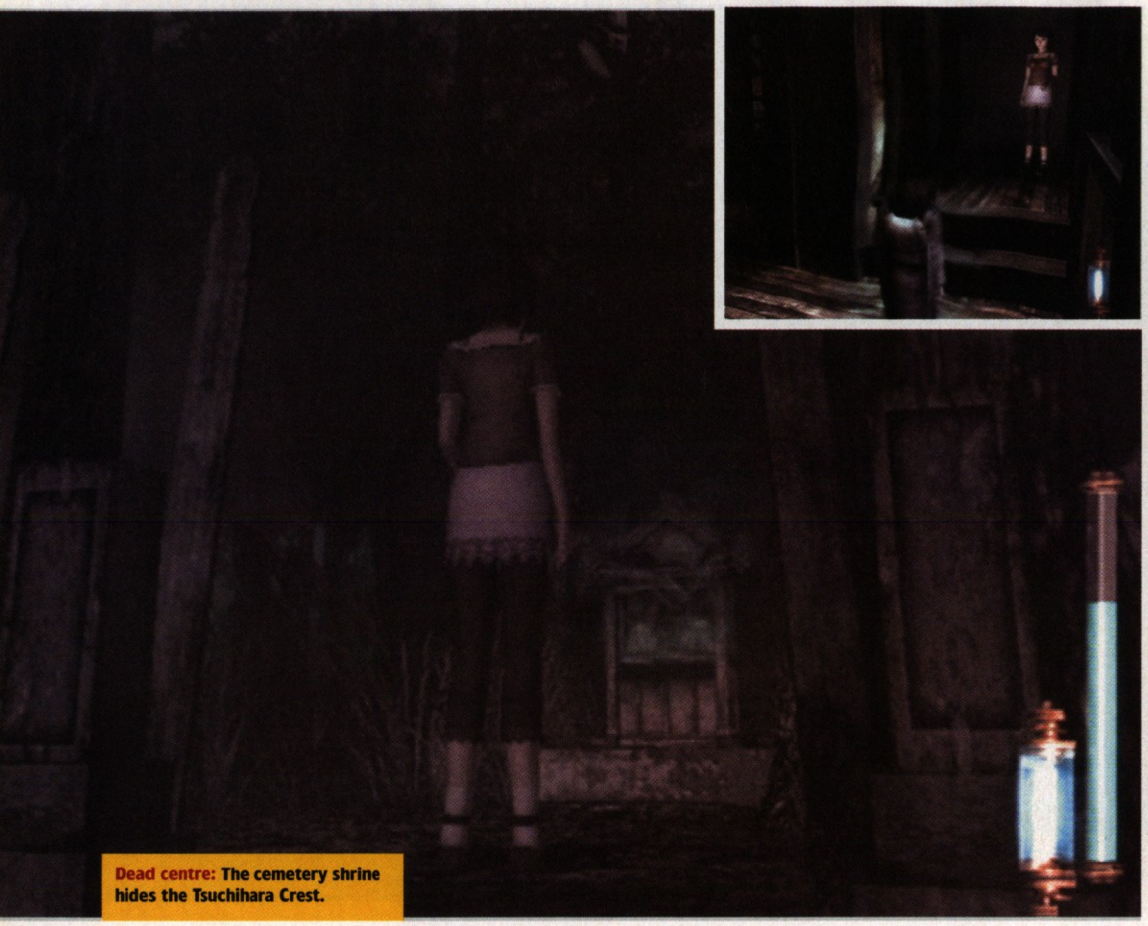
Following the cut-scene, enter Viewfinder Mode and photograph the floating ghost (IMPRISONED BOY). Take TYPE-ZERO FILM and enter the cell. Take BOUND DIARY 4 and CRYSTAL ORE. Check the bookshelf for BOUND DIARY 3 and BOUND DIARY 5. Photograph the map to receive ALL GOD'S VILLAGE MAP. Retrace your steps back to Osaka House Front, enter Osaka House and proceed to...

OSAKA HOUSE, 1F KIMONO ROOM

Take TYPE-14 FILM. Check the kimono box at the back of the room. A violent ghost attacks (WOMAN IN BOX). Take OSAKA CREST. Exit into...

SUNKEN FIREPLACE ROOM

Three floating ghosts (3x RUNNING CHILD) appear as you enter the room. One runs up the stairs, another runs into the Big Tatami Room and a third disappears down the Dirt-floor Hallway. ➔



Dead centre: The cemetery shrine hides the Tsuchihara Crest.

FILM TYPE- 14 41

Failed Kusabi: It's the last of the ground-tied ghosts – don't miss it.

Photographing all three ghosts on your first play through the game is practically impossible, so concentrate on snapping the latter two ghosts (you'll need to use fast loading Type-90 Film) and grab the stair spirit on a subsequent play through, or vice versa. Climb the stairs and enter the...

2F GUEST ROOM

Run into the second Guest Room. A floating ghost (HIDING CHILD) appears behind the kimono against the west wall. Take GARNET. Head back and take SACRED WATER from the hallway between the Guest Room and Servant's Room. Exit, go down the stairs and make your way to...

FAMILY ALTAR ROOM

Enter the south section of the room. A floating ghost (HIDING CHILD) appears in the alcove on the east wall, hidden behind the folding screen. Exit and follow the Dirt-floor Hallway all the way to...

BACK ROOM

Head outside through the open doors. A floating ghost (HIDING CHILD) appears at the north end of the deck. Another floating ghost (LATTICE ARM) appears at a window across the atrium. Take ARAGONITE (SMALL). Return to...

SUNKEN FIREPLACE ROOM

If you successfully captured all three hiding child spirits you will be attacked by three violent ghosts (GIRL PLAYING TAG, 2x BOY PLAYING TAG). Use Ⓡ aim and the filament to track these spirits, although following all three at once is hard. The Shutter Chance comes when they say 'Over here' or as they rush forwards and try to grab you. At first this is a tricky fight as it's easy for them to surround you. However, after you've exorcised one of the spectres things become much easier.

Take 'SAVE' ADDITIONAL FUNCTION from the floor. Exit Osaka House and make your way to Kiryu House. Inside Kiryu House, head to...

KIRYU HOUSE, SEALED ROOM

Aim at the workbench and photograph the ground-tied ghost (YOSHITATSU KIRYU). Exit into Tatami Room Hallway and enter the adjacent room.

FAMILY ALTAR ROOM

Stand in the north-west corner, aim towards the pictures near the ceiling and photograph the ground-tied ghost (PHOTO WOMAN). Return to Tatami Room Hallway, follow it around to the west and go through into Staircase-Hallway. Open the door on the north wall and proceed into...

HALLWAY OF CONTRASTS

Open the door on the west wall into Storeroom with Window, aim at the window and photograph the ground-tied ghost (UGLY CARETAKER). Continue along the hallway and make your way into the Twins' Room. Take SPIRIT ORB from the floor. Exit through the door on the south wall, follow the Tatami Room Hallway west and go through into Clock Hall at the end. Climb the stairs to...

2F STAIRWAY ROOM

GET IT NEXT TIME! Stand by the broken railing at the top of the stairs from the Clock Hall, aim down to the ground floor and photograph the ground-tied ghost (FREE FALL).

Continue west along the landing and take the north-leading corridor. Open the door at the end into...

2F SLIDING SCREEN ROOM

Photograph the ghost standing in the hallway to reveal an image of a girl wearing a kimono. Check the room for TYPE-14 FILM. Examine the west wall (near the large kimono) and enter the Hidden Room. Take KIRYU CREST. Exit back into main room. Two violent ghosts attack (TWIN'S DOLL and TWIN'S SPIRIT). Exit the room and head around to the door that leads to 2F Connecting Corridor. Enter Viewfinder Mode and aim west, through the broken panels and photograph the ground-tied ghost (BLOODY EYES). Head down the stairs and through the door at the bottom to exit Kiryu House.

ALL GOD'S VILLAGE, KIRYU-TACHIBANA

Head down the steps towards the courtyard. When the filament glows, enter Viewfinder Mode, aim at the overhead walkway and photograph the ground-tied ghost (JUMPING WOMAN). Continue down the steps and head through the large gates to...

WHISPER BRIDGE

Stand on the bank on the west-side of the bridge, aim into the water by the closest bridge support and photograph the ground-tied ghost (OSSOBUCO). Head back through the large double-gates and make your way east through the village to...

OSAKA HOUSE, FRONT

GET IT NEXT TIME! Stand by the deities statue near the south-east corner of the Osaka House, aim at the window at the back of the Storehouse and photograph the ground-tied ghost (WINDOW WOMAN).

Head south, passed the entrance to Osaka House and proceed to Misono Hill. Take TYPE-14 FILM beside the deities statue and continue to...

ALL GOD'S CEMETERY

Take HERBAL MEDICINE. Continue into the main part of the cemetery and make your way through the headstones to a shrine at the far end. Photograph the shrine to reveal an image of a gravestone with the name 'Tsuchihara' engraved on it. Search among the headstones until you find the relevant gravestone and photograph it. A violent ghost attacks (BROKEN NECK WOMAN). Return to the shrine and take TSUCHIHARA CREST. Make your way to the Old Tree – which can be accessed from the cemetery – and go inside.

THE OLD TREE

Examine the shrine. Check our OLD TREE PUZZLE BOXOUT (page 52) for the order in which to rotate the stone tablets. Once you've solved the puzzle, approach Mayu.

FINAL CHAPTER

CRIMSON BUTTERFLY

ALL GOD'S VILLAGE, FORK IN ROAD

Follow the trail to the steps at the bottom of the Kureha Shrine Path. Three violent ghosts attack (SEEKER, SICKLE BEARER, POLE BEARER). Head back down the steps.

MAYU

Follow the butterflies to the end of the bridge and open the doors at the end. When you regain control of Mio, head east into the village and continue all the way to Storehouse, Front. Enter the Storehouse.

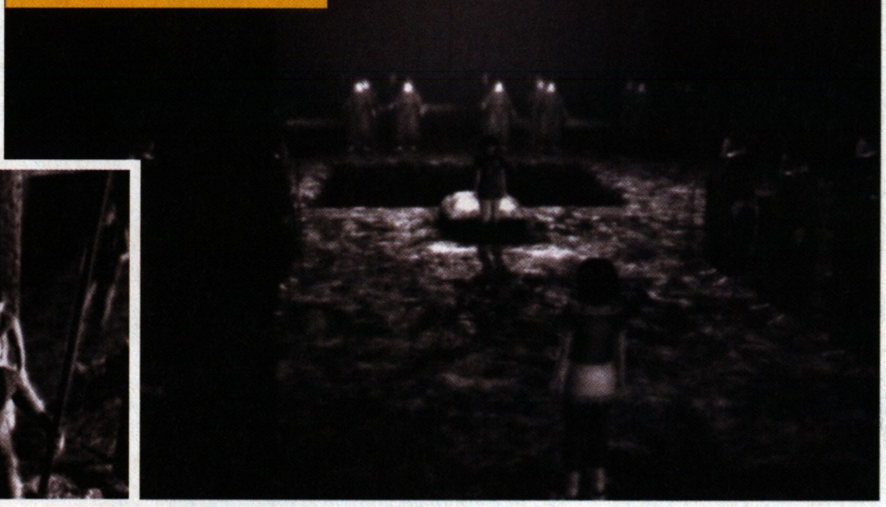
STOREHOUSE

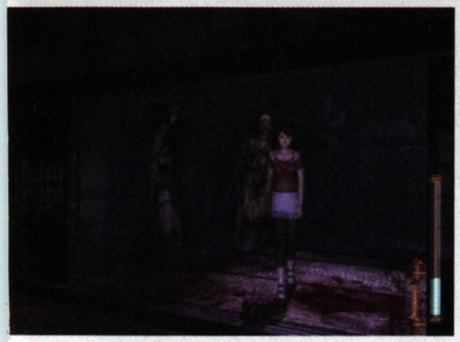
Walk to the top of the stairs, aim at the figure in the attic and photograph the ground-tied ghost (TRAPPED GIRL). Exit and make your way to...

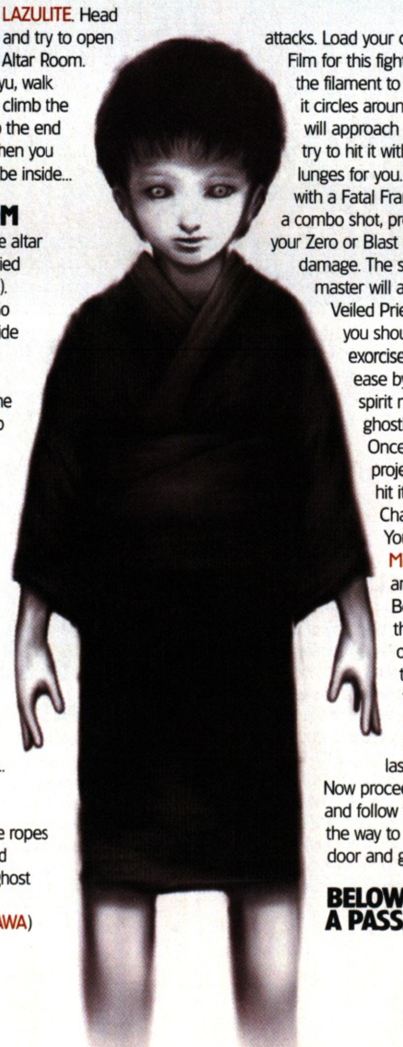
I kept waiting and waiting...

That's the spirit: Yae makes an appearance as you reach the finale.

Mind your step: Mayu stands dangerously close to the Hellish Abyss.







MISONO HILL

Aim at the Shinto gate and photograph the ground-tied ghost (YAE KUROSAWA). Take the west path to...

ALL GOD'S CEMETERY

Make your way through the headstones and use the filament to guide you to the position of another ground-tied ghost (LADY OF THE NIGHT). Make your way back to the village and head north to Kiryu-Tachibana. Open the large double-gates in the courtyard, cross Whisper Bridge and take BUTTERFLY DIARY 5. Open the doors into Kurosawa Grounds. Take HERBAL MEDICINE from beside the main house doors, enter the house through the main entrance and make your way to...

KUROSAWA, 1F GREAT HALL

Four violent ghosts attack (LIMBO WOMAN, 3x LIMBO MAN). Aim into the fireplace in the centre of the room and photograph the ground-tied ghost (THE REPENTANCE). Check the Storeroom against the north wall for SPIRIT ORB. Exit through the door on the north wall into Courtyard Staircase. Climb the stairs and make your way to...

2F DOLL STAND ROOM

Aim behind the screen in the south-west corner and photograph the ground-tied ghost (SAE KUROSAWA). Exit and make your way to...

2F MASTER'S ROOM

Take CHRYSOCOLLA from the cushion. Go through the north door into Partition Screen Room and down the stairs to 1F Storage Room. Take TYPE-14 FILM and make your way to...

CELL

As you enter, a floating ghost (PRISONER) appears inside the cell. Enter the main cell and take FOLKLORIST'S NOTE 11 and LAZULITE. Head back along the Cloth Hallway and try to open the double-doors into Family Altar Room. When you take control of Mayu, walk towards the Veiled Priest and climb the stairs. Follow the butterflies to the end of the right-hand walkway. When you regain control of Mio you will be inside...

FAMILY ALTAR ROOM

GET IT NEXT TIME! Aim at the altar and photograph the ground-tied ghost (RYOKAN KUROSAWA). Take BUTTERFLY DIARY 6. Go down the stairs on the west side of the room and through the door at the bottom to Connecting Corridor. Follow the passageway around and climb the stairs at the end to...

1F CONNECTING CORRIDOR

Follow the butterflies to the end of the left-hand walkway. As you approach the end of the walkway, a floating ghost (WHITE KIMONO) appears on the parallel walkway. Continue to the end of the walkway. Inside the Lattice Room, take TYPE-61 FILM. Save your game and then continue into...

ROPE TEMPLE

GET IT NEXT TIME! Aim at the ropes in the centre of the ceiling and photograph the ground-tied ghost (SEIJIRO MAKABE).

A violent ghost (MR. KUROSAWA) attacks. Load your camera with Type-61 Film for this fight. Use ◎ aim and the filament to track this spirit as it circles around you. Eventually it will approach you – back away and try to hit it with a Fatal Frame as it lunges for you. If you hit the spectre with a Fatal Frame, hit it again with a combo shot, preferably using either your Zero or Blast lens for extra damage. The spirit of the ceremony master will also summon two Veiled Priests during the fight – you should know how to exorcise these spirits with ease by now. Kurosawa's spirit may also hurl three ghostly projectiles at you. Once it's thrown the projectiles, it's possible to hit it during a Shutter Chance.

You receive MASTER'S KEY and CHRYSOCOLLA. Before heading through the next set of doors, it's advisable that you return to the Lattice Room and save your game as it's the last chance you'll get. Now proceed into Spiral Hallway and follow the passageway all the way to the end. Open the door and go through to...

BELOW ALL GOD'S, A PASSAGEWAY

Take FLUORITE. Follow the tunnel. As the tunnel turns south west, take STONE MIRROR. Continue along the tunnel. Be warned that many violent ghosts (MOURNERS) will attack as you make your way along. As you follow the tunnel, you will eventually pass an S-bend. Shortly after this the filament will glow – when it does, aim into the cave against the west wall and photograph the ground-tied ghost (FAILED KUSABI). Continue and take TYPE-90 FILM from the ground at the top of the steps. Descend the steps and follow the tunnel to...

SACRIFICIAL ALTAR

Photograph the two floating ghosts (2x ETERNAL RITUAL) sitting together in the centre of the chamber. Load Type-90 Film into the camera and head down the steps at the back of the chamber. Following the cut-scene, a violent ghost (ROPE MAN) attacks. To make things easier, run back into the centre of the chamber before entering Viewfinder Mode. Aim into the figure at the centre of the mist and track it using ◎ aim and the filament. Thankfully, this spirit moves slowly and isn't hard to follow, so you shouldn't need to leave Viewfinder Mode at any point during the fight. Wait for the ghoul to get close and hit it with a Zero Shot as it reaches towards you. Use your Blast or Zero lenses to inflict extra damage. Hit it with a few good shots and this spectre will be exorcised. Easy!

Follow the butterfly down the steps and proceed along the tunnel. Take the FINAL LETTER. Continue to the end of the tunnel. Following the cut-scene with Mayu, quickly take a photograph of her (HELLISH ABYSS MAYU) and then walk through the shinto gate towards her...

GET IT NEXT TIME! If you want to see a different ending to the game, play through the entire game again on Hard Difficulty (which you've now unlocked) and you'll be treated to an extra chapter (CHAPTER ZERO: HELLISH ABYSS). We'll take you through it next issue... ■

THE FACTS: **UEFA EURO 2004** ● PLAYERS: **1-8** ● MEMORY CARD SPACE: **145KB** ● DIFFICULTY: **MODERATE** ● COMPLETION TIME: **UNLIMITED**

UEFA EURO 2004

We've got all you need to know to lay the ghosts of the past to rest and lead England to glory!

SHOOTING

NO MATTER HOW FLUID AND FANCY YOUR APPROACH PLAY IS, YOU NEED TO BE CLINICAL IN THE AREA.

The power and height of your shot is set by how long your hold down ◎ for. If you get too much power on your shot they'll be picking it out of row Z. Conversely, if you under hit your shot the goalkeeper might starting humming a tune while he waits for the ball to reach him. The key to successful goal scoring (which is far from easy in *Euro 2004*) is getting the power of your shot right. When you are inside the area you won't much more than a tap to get enough drive. From further away you will need a lot more power if you're going to trouble the keeper. From 30 yards a full power shot can find the top corner.

Use the Analog stick to direct your shots. Check the goalie's position before shooting and always aim for the corner which he is furthest from, even if it means shooting across the goal. Our favourite method is to hold down R2 before shooting. This allows you to shoot powerfully but also keep your shot down low where goalies like them least and will find it hard to make a save.

When the ball is whipped in from the wings, pressing ◎ will perform an attempt on goal (if your striker gets there before a defender) determined by the flight and height of the ball. Headers are the most common but there are a range of volleys that you can pull off as well as the holy grail – the bicycle kick. A good tactic is to chest flighted balls down to confuse defenders before turning intro space and simply tucking the ball away with a normal shot.

Of all the goalscoring methods in *Euro 2004*, the lob is by far and away the hardest to perform. Unlike in *PES3*, the ball is more scooped than dinked and it often lacks the pace to leave the goalie stranded. The lob is performed by pressing and holding L1 + ◎ for the desired length of time whilst bearing down on goal. For the most chance of scoring always keep an eye of the keeper's position and time your chip as he moves off his line.

BEST PLAYED
When you've played Pro Evo 3 so much that the disc has melted and you have to borrow this.

Owen goal: Holding down R2 whilst shooting keeps your shot nice and low.

PASSING

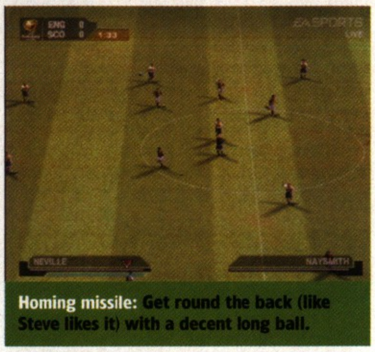
STROKE THE BALL AROUND LIKE A MEMBER OF THE STROKES STROKING HIS FLUFFY BEARD.

SHORT PASSING

There was a time under Graham Taylor when England were accused of not being able to pass the ball. The team didn't make the World Cup. Don't go the same way. To get anywhere in *Euro 2004* you need to be able to pass the ball quickly, taking advantage of any gaps in the opposition's line up and any runs made by your own players. Rather than hoofing the ball out of defence, pass it through the opposition with ⊗. You can vary the destination of your pass by holding the direction you want. As you approach your opponent's goal one-twos are a very effective way of getting a runner through on goal. After passing with ⊗, press L1 and the player who passed the ball will make a forward run. Press ⊗ to play a ball into his feet or △ for a through ball.

THROUGH BALLS

The bread and butter of the creative midfielder, through passes are the best way of unlocking opposing defences. Press △ to play a ball in front of one of your team mates with a new system introduced for the first time in this game. You will also have to set the direction of the pass and, for this reason, we strongly recommend using the Analog controls rather than the D-Pad. While we avidly play *Pro Evo* with the D-Pad, something just doesn't feel quite right about using it with the *FIFA* series of games. Through balls are particularly good for releasing one of your wide players so he can get in behind the full back and deliver a telling cross. To spice things up, you can also hold L1 and press △ to perform a lofted through ball.



Homing missile: Get round the back (like Steve likes it) with a decent long ball.

ENG 0
SCO 0
15:04
EA SPORTS
OWEN
PRESSLEY

Wing commander: Through balls are great for releasing your wide players.

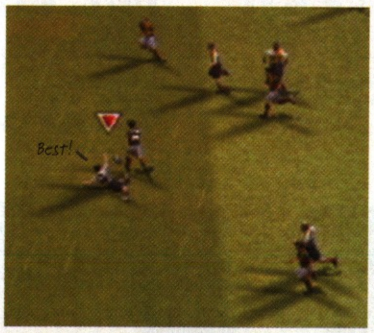
LONG PASSING

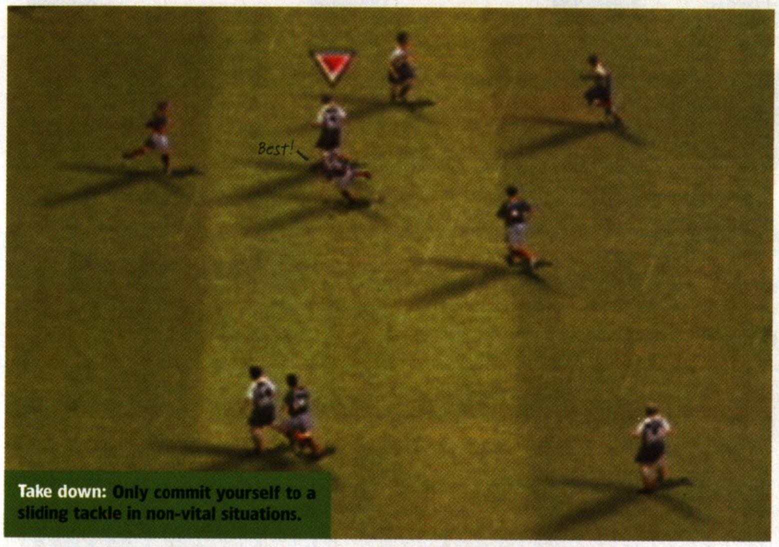
The long ball is one of the most effective means of exploiting the space left by a defence under pressure or caught on the break. If the play is centred down one wing and you have no obvious outlet for a pass near by, hold ⊡ and face across the pitch to send a crossfield ball to your other winger. Your opponent's defence will be out of position, allowing you to pick out your forwards with the pass of your choice. When you get past the last defender use ⊡ to cross. Set the power by the length of time you hold the button down for and the direction with the Analog stick. You can also press ⊡ after playing a one-two to exploit the space behind your opponent's defence. Press L1 and ⊡ to perform a driven long ball or cross, perfect for teeing up a late runner into the box with a ball made for volleying into the top corner. However, don't be disheartened if you don't get much joy from crosses to begin with – it takes time.

DEFENDING

THE ITALIANS PREFER A GOOD TACKLE TO A GOAL... DO YOU?

You have two defensive staples at your disposal: the slide tackle (◎) and the block tackle (◎). Rushing at the opposing player in possession of the ball in an attempt to win it at all costs will result in one of two things: a) you give away a freekick and maybe get a card b) you are left flat on your arse while they bear down on your goal. The best tactic is to try and manoeuvre your opponent into areas that don't threaten your goal. Whilst doing this hold down R2 and a second defender will come in and make a tackle. Only use the slide tackle if you are almost certain that you will win the ball. The block tackle is a far more effective method of stealing possession in your penalty area.





Take down: Only commit yourself to a sliding tackle in non-vital situations.

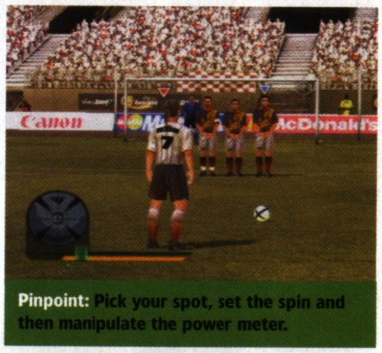
BEND IT BECKS

DO YOUR MATES RUIN ALL YOUR SILKY ATTACKING PLAY BY CYNICALLY HACKING YOU DOWN? MAKE THEM PAY!

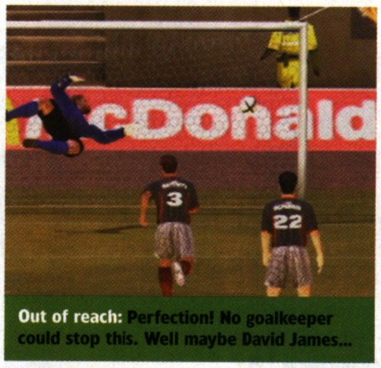
The ability to score direct freekicks is what separates footballing geniuses from your 'average' good player. Unlike previous incarnations, *Euro 2004* doesn't have any sweet spots so we can't guarantee you a goal every time. What we can do is take you aside, just as Maradona did to a fledgling Zola, and give you tips from an expert.

While most of *Euro 2004*'s ball dynamics have been made more realistic, the freekicks still leave the kicker's boot like a bullet out of a rifle. This really works to your advantage. You won't need to use full power to really burst the net. But be realistic. Shooting from 40 yards will almost never bear you a goal. We recommend shooting from under 30 yards. Also, bear in mind who your team's kicker is. If you really want a decent strike rate you should use either David Beckham or Zidane.

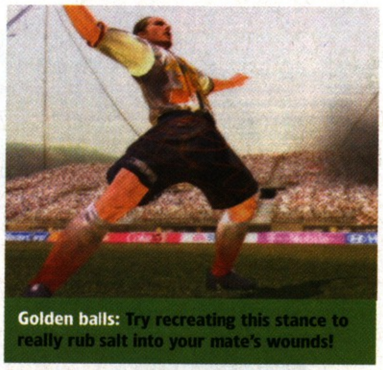
Here's how we scored the amazing freekick with David Beckham pictured above and below. Firstly, aim for the top corner on the opposite side of the goal to the goalie. Now add a bit of right-hand spin purely for added visual impact. OK, everything's lined up perfectly. Take a deep breath and press ◎ to start the power gauge. Press ◎ again to set the power that you want. Your marker will come back down the gauge. Press ◎ to stop it as close to the centre of the green area at the bottom as you can to maximise your accuracy. And voila! You've served up a top drawer strike which ol' Dave is clearly very proud of!



Pinpoint: Pick your spot, set the spin and then manipulate the power meter.



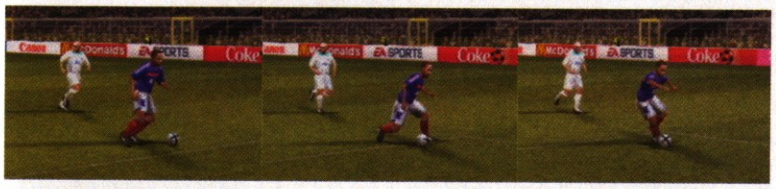
Out of reach: Perfection! No goalkeeper could stop this. Well maybe David James...



Golden balls: Try recreating this stance to really rub salt into your mate's wounds!

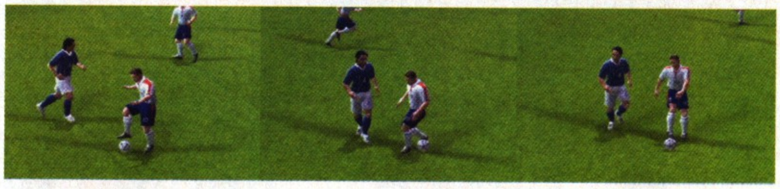
FANCY FOOTWORK

HERE'S HOW YOU CAN MAKE YOUR MATES FEEL LIKE DIDI HAMANN DID WHEN STEVIE GERRARD NUTMEGGED HIM...



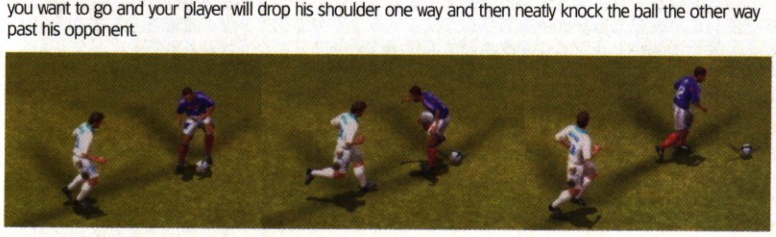
THE SHOULDER DROP

When dribbling with the ball towards an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder one way and then neatly knock the ball the other way past his opponent.



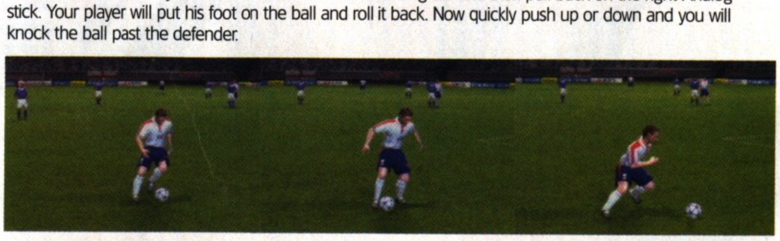
THE DRAG & GO

When a defender has you cornered hold R2 when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back. Now quickly push up or down and you will knock the ball past the defender.



THE MARSEILLE ROULETTE

This is the trademark of one Zinedine Zidane so who better to demonstrate. When dribbling with the ball hold R2 and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and then deftly rolls it back into his path.



THE STEP-OVER SHUFFLE

As you dribble head on at an opponent quickly hold down R2 and then double tap the right Analog stick up or down depending on which way you want to go. Your player will step-over the ball and then knock it with his other foot.

THE FACTS: FINAL FANTASY X-2 ● PLAYERS **1** ● MEMORY CARD SPACE **185KB** ● DIFFICULTY **VERY HARD TO MASTER** ● COMPLETION TIME **MONTHS**

FINAL FANTASY X-2

BEST PLAYED
Over and over again, until you've got absolutely everything ever in the game.

Have you got every last Garment Grid? Thought not. Complete your collection and tick them off this handy list...

ABILITY DEFINITIONS

HERE'S A LIST OF ALL THE ABILTIES THAT VARIOUS GG CAN BESTOW, WITH ACCOMPANYING DESCRIPTIONS FOR YOUR READING PLEASURE.

AUTO-ABILITIES

These will be in constant effect, so long as the GG is equipped

NAME	EFFECT	GG
Auto-Haste	The character acts quicker than usual	Mounted Assault
Auto-Protect	Damage from physical attacks is halved	Helios Guard
Auto-Reflect	All spells targetting you instead affect the caster	Shining Mirror
Auto-Regen	The character slowly regenerates small amonts of HP	Wishbringer
Auto-Shell	Damage from magical attacks is halved	Selene Guard
Beserkproof	Renders the character immune to Beserk	Raging Giant, Scourgebane
Beserktouch	The character's physical attacks and skills also inflict Beserk	Raging Giant
Break Dmge Limit	Damage the character deals can exceed 9,999	Higher Power, The End
Break HP Limit	Maximum HP can now exceed 9,999	Higher Power, The End
Confuseproof	Renders the character immune to Confusion	Raging Giant, Scourgebane
Confusetouch	The character's physical attacks and skills also inflict Confusion	Raging Giant
Curseproof	Renders the character immune to Curse	Mortal Coil, Scourgebane
Darkproof	Renders the character immune to Darkness	Still of Night, Scourgebane
Darktouch	he character's physical attacks and skills also inflict Darkness	Still of Night, Disaster in Bloom
Deathproof	Renders the character immune to Death	Bitter Farewell
Deathtouch	The character's physical attacks and skills also inflict Death	Bitter Farewell
Doomproof	Renders the character immune to Doom	Bitter Farewell
Doomtouch	The character's physical attacks and skills also inflict Doom	Bitter Farewell
Double AP	The character earns twice as much AP during a battle	Covenant of Growth
Double EXP	The character earns twice as much AP after a battle	Covenant of Growth
Double Items	Enemies leave behind twice as many items after battle	Treasure Hunt
Fire Eater	Absorb Fire damage as HP	Heart of Flame, Tetra Master
Firestrike	The character's physical attacks and skills also do Fire damage	Heart of Flame
First Strike	Always act first in battle	Highroad Winds, Mounted Assault
Gillionaire	Enemies leave behind twice as much gil after battle	Horn of Plenty
Gravity Eater	Absorb Gravity damage as HP	Downtrodder
Gravitystrike	The character's physical attacks and skills also do Gravity damage	Downtrodder
Half MP Cost	MP costs are halved in battle	Font of Power
Holy Eater	Absorb Holy damage as HP	Sacred Beast
Holy Strike	The character's physical attacks and skills also do Holy damage	Sacred Beast
HP Stroll	HP is gradually restored by walking around	Wishbringer
Ice Eater	Absorb Ice damage as HP	Ice Queen, Tetra Master
Icestrike	The character's physical attacks and skills also do Ice damage	Ice Queen
Itchproof	Renders the character immune to Itchy	Mortal Coil, Scourgebane
Lightning Eater	Absorb Lightning damage as HP	Thunder Spawn, Tetra Master

REVIEW! → "NOT AS ACCESSIBLE AS IT FIRST APPEARS. BUT STILL A STONKING ROLE-PLAYING GAME... A WHOPPER

ABILITY DEFINITIONS continued

Lightning Strike	Character's physical attacks and skills also do Lightning damage	Thunder Spawn
One MP Cost	MP costs are reduced to one in battle	Font of Power
Piercing Magic	Spells are no longer affected by Reflect	Shining Mirror
Poisonproof	Renders the character immune to Poison	Restless Sleep, Scourgebane
Poisontouch	The character's physical attacks and skills also inflict Poison	Restless Sleep, Disaster in Bloom
Silenceproof	Renders the character immune to Silence	Still of Night, Scourgebane
Silencetouch	The character's physical attacks and skills also inflict Silence	Still of Night, Disaster in Bloom
Sleepproof	Renders the character immune to Sleep	Restless Sleep, Scourgebane
Sleeptouch	The character's physical attacks and skills also inflict Sleep	Restless Sleep, Disaster in Bloom
Slowproof	Renders the character immune to Slow	Highroad Winds, Mounted Assault
SOS Haste	Character gains the effect of Haste when HP are at 33% or lower	Highroad Winds
SOS Protect	The character gains the effect of Protect when HP are at 33% or lower	Helios Guard
SOS Shell	The character gains the effect of Shell when HP are at 33% or lower	Selene Guard
Stoneproof	Renders the character immune to Petrification	Mortal Coil
Stonetouch	The character's physical attacks and skills also inflict Petrification	Mortal Coil, Disaster in Bloom
Stopproof	Renders the character immune to Stop	Highroad Winds, Mounted Assault
Tetra Strike	Character's physical attacks and skills also do Fire, Ice, Water and Lightning damage	Tetra Master
Turbo Arcana	Arcana (Dark Knight) commands are performed 40% faster	Chaos Maelstrom, Tricks of the Trade
Turbo Black Magic	Black Magic commands are performed 40% faster	Black Tabard, Tricks of the Trade
Turbo Bushido	Bushido (Samurai) commands are performed 40% faster	Samurai's Honor, Mercurial Strike
Turbo Instinct	Instinct (Beserker) commands are performed 40% faster	Blood of the Beast, Mercurial Strike
Turbo Swordplay	Swordplay (Warrior) commands are performed 40% faster	Pride of the Sword, Mercurial Strike
Turbo White Magic	White Magic commands are performed 40% faster	White Signet, Tricks of the Trade
Water Eater	Absorb Water damage as HP	Menace of the Deep, Tetra Master
Waterstrike	The character's physical attacks and skills also do Water damage	Menace of the Deep

COMMAND ABILITIES

THESE ABILITIES NEED TO BE SELECTED AND EMPLOYED IN BATTLE, AND SOMETIMES COST MP

NAME	EFFECT	GG
Arcana	All Arcana (Dark Knight) abilities learned thusfar can be used at any time	Chaos Maelstrom
Auto-Life	Casts Auto-Life on one character for 99 MP	Salvation Promised, Supreme Light
Bio	Poisons all enemies	Restless Sleep
Black Magic	All Black Magic abilities learned thusfar can be used at any time	Black Tabard
Blind	Inflicts Darkness on one target, for 8 MP	Still of Night
Blizzard	Minor Ice damage on one target or all targets	Ice Queen
Blizzara	Medium Ice damage on one target or all targets	Ice Queen
Blizzaga	Major Ice damage on one target or all targets	Ice Queen
Break	Inflicts Petrification on one target	Mortal Coil
Bushido	All Bushido abilities learned thusfar can be used at any time	Samurai's Honor
Confuse	Inflicts Confusion on one target	Raging Giant
Cure	Restores minor HP to one target or all targets	Healing Wind
Cura	Restores medium HP to one target or all targets	Healing Wind
Curaga	Restores major HP to one target or all targets	Healing Wind
Death	If successful, the target immediately dies	Bitter Farewell
Demi	Gravity damage which reduces the HP of all enemies by 25%	Downtrodder
Doom	Timer begins to count down. When it reaches zero, it is defeated	Bitter Farewell
Drain	Absorbs a small amount of HP	Covetous
Finale	Deals up to 99,999 damage on target, as long as the character has never fled	The End
Fire	Minor Fire damage on one target or all targets	Heart of Flame
Fira	Minor Fire damage on one target or all targets	Heart of Flame
Firaga	Minor Fire damage on one target or all targets	Heart of Flame
Flare	Major non-elemental damage on all targets for 54 MP	Conflagration, Megiddo
Full-Cure	Removes all negative status effects from one character and restores HP to 100%	Healing Light
Full-Life	Revives one character from KO and restores HP to 100%	Immortal Soul
Haste	Castes Haste one one character for 16 MP	Highroad Winds
Hastega	Castes Haste one all characters for 32 MP	Mounted Assault
Holy	Deals major Holy damage to one target for 85 MP	Sacred Beast, Supreme Light
Instinct	All Instinct (Beserker) abilities learned thusfar can be used at any time	Blood of the Beast
Life	Revives one character from KO and restores HP to 25%	Heart Reborn
Mug	Steals items and deals minor damage	Treasure Hunt
Nab Gil	Steals gil and deals minor damage	Horn of Plenty
Osmose	Absorbs MP from one target	Covetous
Protect	Casts Protect (halves damage from physical attacks)	Helios Guard
Reflect	Casts Reflect (spells bounce back onto caster)	Shining Mirror
Regen	Casts Regen (target gradually recovers HP bit by bit)	Wishbringer
Shell	Casts Shell (halves damage from magical attacks)	Selene Guard
Silence	Inflicts Silence on one target for 8 MP	Still of Night
Sleep	Inflicts Sleep on one target for 8 MP	Restless Sleep
Swordplay	All Swordplay (Warrior) abilities learned thusfar can be used at any time	Pride of the Sword
Thunder	Minor Lightning damage on one target or all targets	Thunder Spawn
Thundera	Minor Lightning damage on one target or all targets	Thunder Spawn
Thundaga	Minor Lightning damage on one target or all targets	Thunder Spawn
Ultima	Major non-elemental damage on all targets for 90 MP	Megiddo
Water	Minor Water damage on one target or all targets	Menace of the Deep
Watera	Minor Water damage on one target or all targets	Menace of the Deep
Waterga	Minor Water damage on one target or all targets	Menace of the Deep
White Magic	All Arcana (Dark Knight) abilities learned thusfar can be used at any time	White Signet

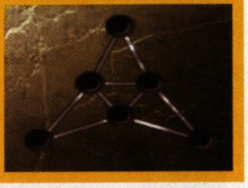
FROM SQUARE™ - SEE OFFICIAL PS2 MAG FOR FULL REVIEW. ▦

GARMENT CHECKLIST – TRY AND GET ALL 60!

☐ FIRST STEPS

TICK ME!

- CHAPTER **Intro sequence**
- LOCATION –
- CONDITIONS **Meet Leblanc right at the beginning of the game**
- EQUIP TO GET –

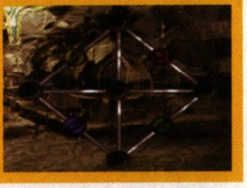


☐ BUM RUSH

TICK ME!

- CHAPTER **2**
- LOCATION **Celsius**
- CONDITIONS **Get all three Syndicate Uniforms and return to the Celsius**
- EQUIP TO GET **Strength +10, Magic +10**

- **STRENGTH** +10
- **MAGIC** +10
- **STRENGTH** +10
- **MAGIC** +10

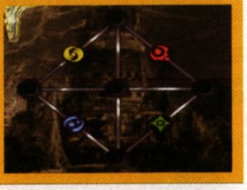


☐ FLASH OF STEEL

TICK ME!

- CHAPTER **5**
- LOCATION **Calm Lands**
- CONDITIONS **Get to PR level 5 for Argent, Inc.**
- EQUIP TO GET **Strength +20, Magic +20**

- **STRENGTH** +20
- **MAGIC** +20
- **STRENGTH** +20
- **MAGIC** +20

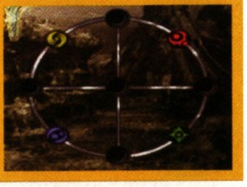


☐ HOUR OF NEED

TICK ME!

- CHAPTER **2**
- LOCATION **Bikanel**
- CONDITIONS **Defeat the Leblanc crew at the Oasis**
- EQUIP TO GET **Defence +10, Magic Defence +10**

- **DEFENCE** +10
- **MAGIC DEFENCE** +10
- **DEFENCE** +10
- **MAGIC DEFENCE** +10

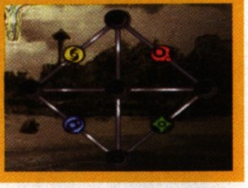


☐ VANGUARD

TICK ME!

- CHAPTER **1, 2, 3, 4, 5**
- LOCATION **Celsius**
- CONDITIONS **Get through the "Using Garment Grids" tutorial given by Shinra**
- EQUIP TO GET **Strength +5, Magic +5**

- **STRENGTH** +5
- **MAGIC** +5
- **STRENGTH** +5
- **MAGIC** +5

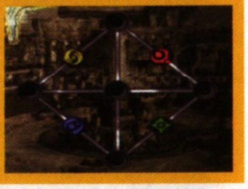


☐ UNDYING STORM

TICK ME!

- CHAPTER **3**
- LOCATION **Mi'ihen Highroad**
- CONDITIONS **Finish the "Machina Mayhem" mission**
- EQUIP TO GET **Strength +15, Magic +15**

- **STRENGTH** +15
- **MAGIC** +15
- **STRENGTH** +15
- **MAGIC** +15

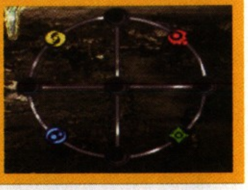


☐ PROTECTION HALO

TICK ME!

- CHAPTER **1**
- LOCATION **Besaid**
- CONDITIONS **Finish the "Where's Wakka" mission**
- EQUIP TO GET **Defence +5, Magic Defence +5**

- **DEFENCE** +5
- **MAGIC DEFENCE** +5
- **DEFENCE** +5
- **MAGIC DEFENCE** +5

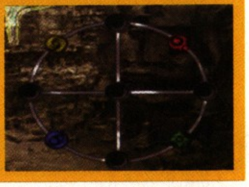


☐ UNWAVERING GUARD

TICK ME!

- CHAPTER **3**
- LOCATION **Djose**
- CONDITIONS **Defeat sparky ex-Aeon Ixion**
- EQUIP TO GET **Defence +15, Magic Defence +15**

- **DEFENCE** +15
- **MAGIC DEFENCE** +15
- **DEFENCE** +15
- **MAGIC DEFENCE** +15

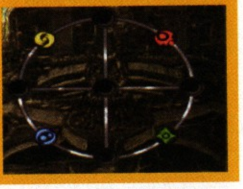


☐ TICK ME!

VALIANT LUSTRE

CHAPTER 5
LOCATION Thunder Plains
CONDITIONS Kill all ten fiends guarding the Lightning Towers
EQUIP TO GET Defence +20, Magic Defence +20

- 🟡 **DEFENCE +20**
- 🔴 **MAGIC DEFENCE +20**
- 🔵 **DEFENCE +20**
- 🟢 **MAGIC DEFENCE +20**

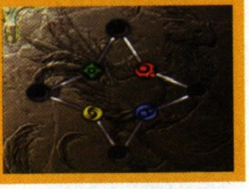


☐ TICK ME!

HIGHROAD WINDS

CHAPTER 2, 3, 5
LOCATION Calm Lands
CONDITIONS Get Clasko to open up the Chocobo Ranch
EQUIP TO GET First Strike

- 🟢 **SLOWPROOF**
- 🔴 **STOPPROOF**
- 🟡 **USE HASTE**
- 🟢 🔴 🟡 🔵 **SOS HASTE**

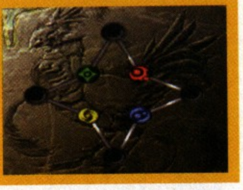


☐ TICK ME!

MOUNTED ASSAULT

CHAPTER 2, 3, 5
LOCATION Calm Lands
CONDITIONS A Chocobo that returns without any items, and has less than 100 Heart Points, may earn you this GG instead.
EQUIP TO GET First Strike

- 🟢 **SLOWPROOF**
- 🔴 **STOPPROOF**
- 🟡 🔵 **USE HASTEGA**
- 🟢 🔴 🟡 🔵 **AUTO-HASTE**

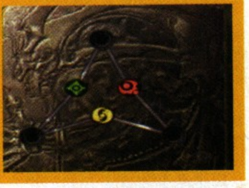


☐ TICK ME!

HEART OF FLAME

CHAPTER 1
LOCATION Mushroom Rock Road
CONDITIONS Complete the mission "Foggy Fiend Frenzy"
EQUIP TO GET Fire Eater, Fire

- 🟡 **FIRESTRIKE**
- 🟢 🔴 **FIRA**
- 🟢 🔴 🟡 **FIRAGA**

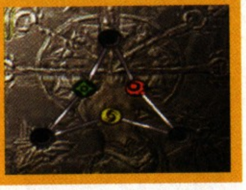


☐ TICK ME!

ICE QUEEN

CHAPTER 1, 2
LOCATION Macalania
CONDITIONS Finish the "Follow That O'aka!" mission
EQUIP TO GET Ice Eater, Blizzard

- 🟡 **ICESTRIKE**
- 🟢 🔴 **BLIZZARA**
- 🟢 🔴 🟡 **BLIZZAGA**

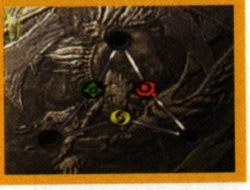


☐ TICK ME!

THUNDER SPAWN

CHAPTER 1, 2, 5
LOCATION Luca
CONDITIONS Sitting in a chest in the Luca docks.
EQUIP TO GET Lightning Eater, Thunder

- 🟡 **LIGHTNINGSTRIKE**
- 🟢 🔴 **THUNDARA**
- 🟢 🔴 🟡 **THUNDAGA**

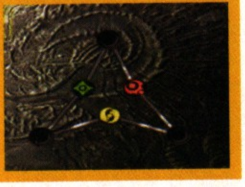


☐ TICK ME!

MENACE OF THE DEEP

CHAPTER 1
LOCATION Kilika
CONDITIONS Give the correct password each time you are challenged on the way up the stairs to Kilika Temple
EQUIP TO GET Water Eater, Water

- 🟡 **WATERSTRIKE**
- 🟢 🔴 **WATERA**
- 🟢 🔴 🟡 **WATERGA**

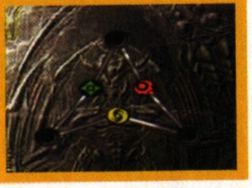


☐ TICK ME!

DOWNTRODDER

CHAPTER 2, 3, 5
LOCATION Bevelle
CONDITIONS In a chest beneath Bevelle. At the T-junction where turning left takes you to the big spinny machine, turn right instread for this GG
EQUIP TO GET Gravity Eater

- 🟡 **GRAVITYSTRIKE**
- 🔴 **USE DEMI**
- 🟢 🔴 🟡 **DOUBLE HP**

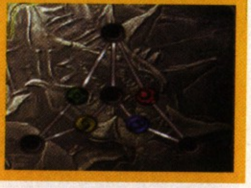


☐ TICK ME!

SACRED BEAST

- CHAPTER **5**
- LOCATION **Mount Gagazet**
- CONDITIONS **Your reward for getting Episode Complete. You must have spoken with Lian and Ayde in the Thunder Plains, and defeated Garik in "Battle Blockade", during Chapter 3**
- EQUIP TO GET **Holy Eater**

🟢 **HOLY STRIKE**
🟢 🔴 🟡 🔵 **HOLY**

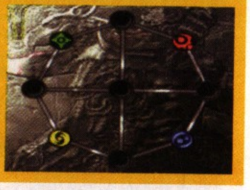


☐ TICK ME!

TETRA MASTER

- CHAPTER **3, 5**
- LOCATION **Calm Lands**
- CONDITIONS **Rescue all 15 tourists in the Cavern of the Stolen Fayth**
- EQUIP TO GET **Tetrastrike**

🟢 **FIRE EATER**
🔴 **ICE EATER**
🟡 **LIGHTNING EATER**
🔵 **WATER EATER**

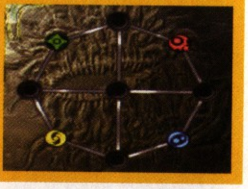


☐ TICK ME!

RESTLESS SLEEP

- CHAPTER **1**
- LOCATION **Mushroom Rock Road**
- CONDITIONS **It's in a chest near the Youth League HQ**
- EQUIP TO GET **Sleep, Bio**

🟢 **SLEEPPROOF**
🟢 🔴 **SLEEPTOUCH**
🟡 **POISONPROOF**
🟡 🔵 **POISONTOUCH**

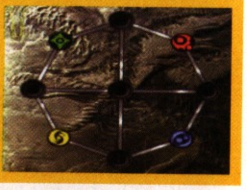


☐ TICK ME!

STILL OF NIGHT

- CHAPTER **1**
- LOCATION **Bikanel**
- CONDITIONS **Talk to Nhadala after your first successful dig**
- EQUIP TO GET **Silence, Blind**

🟢 **SILENCEPROOF**
🟢 🔴 **SILENCETOUCH**
🟡 **DARKPROOF**
🟡 🔵 **DARKTOUCH**

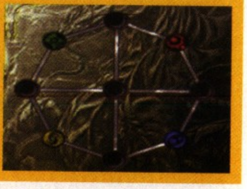


☐ TICK ME!

MORTAL COIL

- CHAPTER **2, 3, 5**
- LOCATION **Besaid**
- CONDITIONS **Get a high score of 1150 or more in Gunner's Gauntlet**
- EQUIP TO GET **Itchproof**

🟢 **CURSEPROOF**
🔴 **STONEPROOF**
🟡 **STONETOUCH**
🔵 **BREAK**

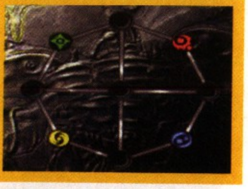


☐ TICK ME!

RAGING GIANT

- CHAPTER **1, 3, 5**
- LOCATION **Besaid**
- CONDITIONS **After inputting the second 4-digit code inside the Cave, it's in the chest right along the top of the waterfall cliff area**
- EQUIP TO GET **Confuse**

🟢 **CONFUSEPROOF**
🟢 🔴 **CONFUSETOUCH**
🟡 **BESERKPROOF**
🟡 🔵 **BESERKTOUCH**

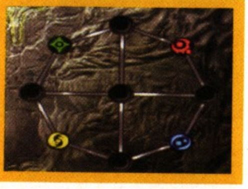


☐ TICK ME!

BITTER FAREWELL

- CHAPTER **2**
- LOCATION **Macalania**
- CONDITIONS **After completing "Track Down The Troupe!", choose to stay and talk to the Hypello in the south section of Macalania Woods**
- EQUIP TO GET **Death, Doom**

🟢 **DEATHPROOF**
🟢 🔴 **DEATHTOUCH**
🟡 **DOOMPROOF**
🟡 🔵 **DOOMTOUCH**

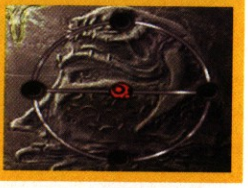


☐ TICK ME!

SELENE GUARD

- CHAPTER **2**
- LOCATION **Mi'ihen Highroad**
- CONDITIONS **Finish the "Cuckoo For Chocobos!" mission, within the time limit**
- EQUIP TO GET **SOS Shell, Shell**

🔴 **AUTO-SHELL**

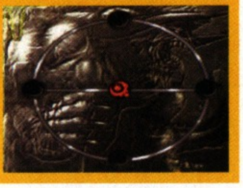


☐ TICK ME!

HELIOS GUARD

- CHAPTER **1**
- LOCATION **Moonflow**
- CONDITIONS **Complete the "Shave The Hypello?" mission, repelling all five bandits**
- EQUIP TO GET **SOS Protect, Protect**

🔴 **AUTO-PROTECT**

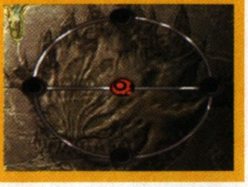


☐ TICK ME!

SHINING MIRROR

- CHAPTER **2**
- LOCATION **Mushroom Rock Road**
- CONDITIONS **Give the Awesome Sphere to New Yevon and finish "Who Needs An Invitation" by defeating Elma and going up the lift**
- EQUIP TO GET **Piercing Magic, Reflect**

🔴 **AUTO-REFLECT**

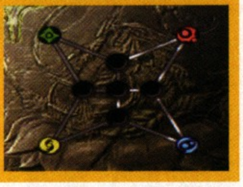


☐ TICK ME!

COVETOUS

- CHAPTER **2**
- LOCATION **Luca**
- CONDITIONS **–**
- EQUIP TO GET **–**

🔵 **DRAIN**
🔴 **OSMOSE**

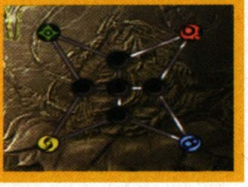


☐ TICK ME!

DISASTER IN BLOOM

- CHAPTER **5**
- LOCATION **Calm Lands**
- CONDITIONS **Get PR level 5 with Open Air, Inc.**
- EQUIP TO GET **–**

🟢 **SLEEPTOUCH**
🔴 **SILENCETOUCH**
🟡 **DARKTOUCH**
🔵 **POISONTOUCH**
🔴 🟢 🟡 🔵 **STONETOUCH**

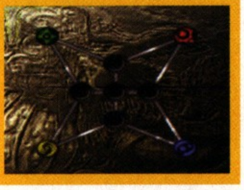


☐ TICK ME!

SCOURGEBANE

- CHAPTER **5**
- LOCATION **Bevelle**
- CONDITIONS **Get Episode Complete when Isaaru returns to Bevelle (assuming you spoke with him via Commsphere in Chapter 4)**
- EQUIP TO GET **–**

🟢 **SLEEPPROOF, POISONPROOF**
🔴 **SILENCEPROOF, DARKPROOF**
🟡 **CONFUSEPROOF, BESERKPROOF**
🔵 **CURSEPROOF, ITCHPROOF**

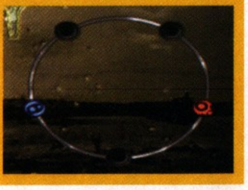


☐ TICK ME!

HEALING WIND

- CHAPTER **1**
- LOCATION **Luca**
- CONDITIONS **Complete the "Behind the Scenes" mission (handing out the balloons dressed as a Moogle)**
- EQUIP TO GET **Cure**

🔵 **CURA**
🔵 🔴 **CURAGA**

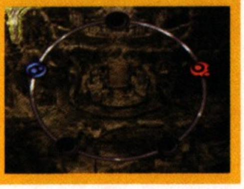


☐ TICK ME!

HEART REBORN

- CHAPTER **1**
- LOCATION **Zanarkand**
- CONDITIONS **When the 'mysterious voice' asks you the meaning of life, reply: "Is that you, Isaaru?"**
- EQUIP TO GET **Life, Cure**

🔵 **CURA**
🔵 🔴 **CURAGA**

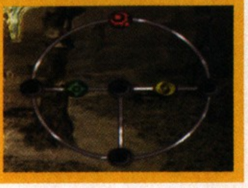


☐ TICK ME!

HEALING LIGHT

- CHAPTER **2**
- LOCATION **Guadosalam**
- CONDITIONS **Defeat Leblanc and crew (after dodging the moving, spiked wall)**
- EQUIP TO GET **Cure**

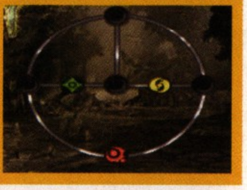
🔴 **CURA**
🟢 **LIFE**
🟡 **CURAGA**
🔴 🟢 🟡 **FULL-CURE**



☐ IMMORTAL SOUL

- **CHAPTER** 5
- **LOCATION** The Depths of the Farplane
- **CONDITIONS** Defeat Anima, one of the most powerful Aeons from *FF-X*, who's quite a lot weaker these days
- **EQUIP TO GET** Life, Cure

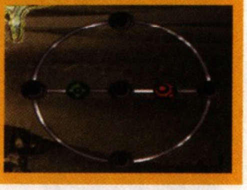
● CURA
● CURAGA



☐ WISHBRINGER

- **CHAPTER** 3
- **LOCATION** Mount Gagazet
- **CONDITIONS** After defeating Garik in "Battle Blockade"
- **EQUIP TO GET** HP Stroll, Regen

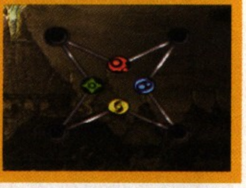
● CURAGA
● ● AUTO-REGEN



☐ STRENGTH OF ONE

- **CHAPTER** 2, 3, 5
- **LOCATION** Calm Lands
- **CONDITIONS** A Chocobo that returns without any items, and has less than 100 Heart Points, may earn you this GG instead
- **EQUIP TO GET** Strength +10

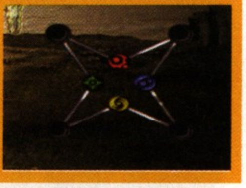
● ● ● ● STRENGTH +15



☐ SEETHING CAULDRON

- **CHAPTER** 2
- **LOCATION** Moonflow
- **CONDITIONS** Complete "YRP, The Scalpers Three!" by selling Tobli's tickets
- **EQUIP TO GET** Magic +1

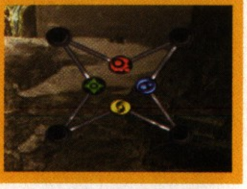
● ● ● ● MAGIC +15



☐ STONEHEWN

- **CHAPTER** 2
- **LOCATION** Mount Gagazet
- **CONDITIONS** Find the uniform at the Hot Spring
- **EQUIP TO GET** Defence +10

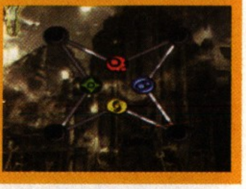
● ● ● ● DEFENCE +15



☐ ENIGMA PLATE

- **CHAPTER** 2, 3, 5
- **LOCATION** Besaid
- **CONDITIONS** Get a high score of 500 points or more in the Gunner's Gauntlet
- **EQUIP TO GET** Magic Defence +10

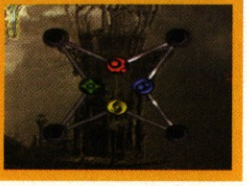
● ● ● ● MAGIC DEFENCE +15



☐ HOWLING WIND

- **CHAPTER** 3
- **LOCATION** Macalania
- **CONDITIONS** Assuming you spoke to all three children in the "Track Down The Troupe!" mission in Chapter 2, go back and talk to them, and their Amorphous Gel mate for this GG
- **EQUIP TO GET** –

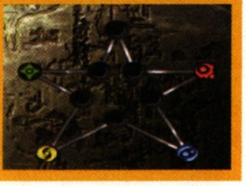
● ● ● ● AGILITY +5



☐ RAY OF HOPE

- **CHAPTER** 5
- **LOCATION** Macalania
- **CONDITIONS** After getting Episode Complete. You must have completed "Battle Blockade" in Chapter 3 first
- **EQUIP TO GET** Luck +30

● ● ● ● LUCK +30

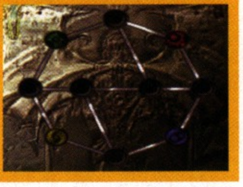


☐ PRIDE OF THE SWORD

TICK ME!

- CHAPTER **3**
- LOCATION **Macalania**
- CONDITIONS **Complete the "Secure The Agency!" mission**
- EQUIP TO GET **Swordplay**

● ● ● ● **STRENGTH +15, TURBO SWORDPLAY**

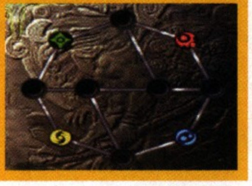


☐ SAMURAI'S HONOR

TICK ME!

- CHAPTER **2, 3**
- LOCATION **Thunder Plains**
- CONDITIONS **Calibrate all ten towers, five of them perfectly, the rest don't matter as long as you try at least once. Now talk to the Al Bhed in the Travel Agency**
- EQUIP TO GET **Bushido**

● ● ● ● **STRENGTH +15, TURBO BUSHIDO**

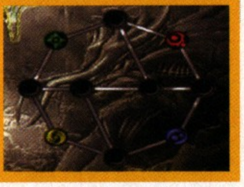


☐ BLOOD OF THE BEAST

TICK ME!

- CHAPTER **3**
- LOCATION **Bevelle**
- CONDITIONS **If you gave the Awesome Sphere to New Yevon in Chapter 2, you can talk to Pacce in Limbo. Say "Go for it!" when prompted to receive this GG**
- EQUIP TO GET **Instinct**

● ● ● ● **STRENGTH +15, TURBO INSTINCT**

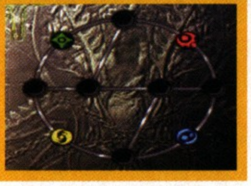


☐ CHAOS MAELSTROM

TICK ME!

- CHAPTER **3, 5**
- LOCATION **Kilika**
- CONDITIONS **Find all 13 monkeys in Kilika Forest then return to the woman in the SW of Kilika Port and talk to her**
- EQUIP TO GET **Arcana**

● ● ● ● **MAGIC +15, TURBO ARCANA**

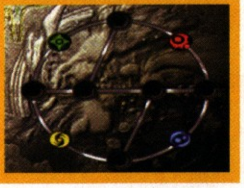


☐ WHITE SIGNET

TICK ME!

- CHAPTER **3, 5**
- LOCATION **Luca**
- CONDITIONS **Can randomly appear in the Sphere Break match against the dog. Patience recommended**
- EQUIP TO GET **White Magic**

● ● ● ● **DEFENCE +15**

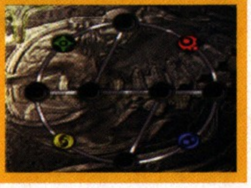


☐ BLACK TABARD

TICK ME!

- CHAPTER **4**
- LOCATION **Moonflow**
- CONDITIONS **Complete the "Where's Tobli?" mission**
- EQUIP TO GET **Black Magic**

● ● ● ● **MAGIC +15, TURBO BLACK MAGIC**

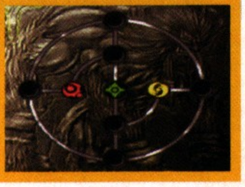


☐ MERICURAL STRIKE

TICK ME!

- CHAPTER **5**
- LOCATION **Bikanel**
- CONDITIONS **Defeat the tough boss Angra Mainyu to get Episode Complete.**
- EQUIP TO GET **Lightning Eater, Thunder**

● **TURBO SWORDPLAY**
● **TURBO BUSHIDO**
● **TURBO INSTINCT**

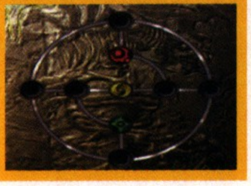


☐ TRICKS OF THE TRADE

TICK ME!

- **CHAPTER 5**
- LOCATION **Kilika**
- CONDITIONS **As long as you used the Commsphere here in Chapter 4, it will be easy to get Episode Complete, and thus this GG**
- EQUIP TO GET **-**

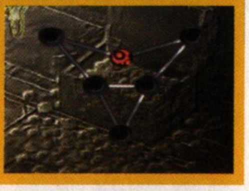
● **TURBO BLACK MAGIC**
● **TURBO WHITE MAGIC**
● **TURBO ARCANA**



☐ TICK ME!

HORN OF PLENTY

- CHAPTER **5**
- LOCATION **Bikanel**
- CONDITIONS **Send a Chocobo to Bikanel. The very act of doing so opens up the Central Expanse (you don't have to wait for it to return). Dig in the Central Expanse until you find the Desert Key, which opens that chest in Bikanel.**
- EQUIP TO GET **Nab Gil**

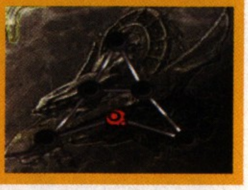


● **GILLIONAIRE**

☐ TICK ME!

TREASURE HUNT

- CHAPTER **3, 5**
- LOCATION **Luca**
- CONDITIONS **May randomly appear in the Sphere Break finals match against Shinra**
- EQUIP TO GET **Mug**

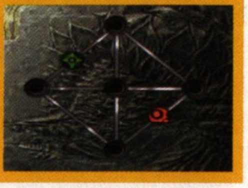


● **DOUBLE ITEMS**

☐ TICK ME!

TEMPERED WILL

- CHAPTER **5**
- LOCATION **Guadosalam**
- CONDITIONS **As long as you spoke to Lian and Ayde in Chapter 3, this will be inside the Time Capsule room (behind the locked door) in Guadosalam.**
- EQUIP TO GET **Lightning Eater, Thunder**

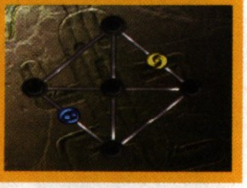


● **DOUBLE HP**
● **DOUBLE MP**

☐ TICK ME!

COVENANT OF GROWTH

- CHAPTER **5**
- LOCATION **Bikanel**
- CONDITIONS **Defeat Frailea to finish the "Cactuar Connection" mission**
- EQUIP TO GET **–**

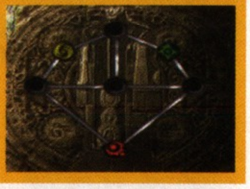


● **DOUBLE AP**
● **DOUBLE EXP**

☐ TICK ME!

SALVATION PROMISED

- CHAPTER **5**
- LOCATION **Thunder Plains**
- CONDITIONS **In a chest in the secret dungeon, accessible after clearing all 10 lightning towers.**
- EQUIP TO GET **White Magic**

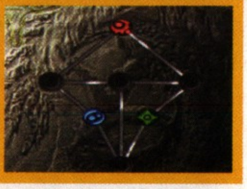


● ● ● **AUTO-LIFE**

☐ TICK ME!

CONFLAGRATION

- CHAPTER **5**
- LOCATION **Mount Gagazet**
- CONDITIONS **Seek out Lian and Ayde after getting Episode Complete**
- EQUIP TO GET **Black Magic**

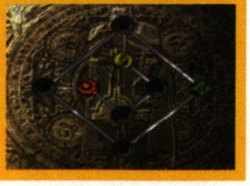


● ● ● **FLARE**

☐ TICK ME!

SUPREME LIGHT

- CHAPTER **5**
- LOCATION **Mushroom Rock Road**
- CONDITIONS **Defeat Rikku, Paine, Baralai, Gippal and Nooj in the Den of Woe, after unlocking it by collecting all 10 Crimson Spheres**
- EQUIP TO GET **White Magic**

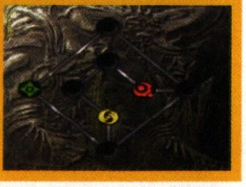


● **AUTO-LIFE**
● ● ● **HOLY**

☐ TICK ME!

MEGIDDO

- CHAPTER **5**
- LOCATION **The Depths of the Farplane**
- CONDITIONS **Dive into each hole one at a time until you've gone through each dungeon section, and you'll get this GG when you end up in the meadow.**
- EQUIP TO GET **Black Magic**



● **FLARE**
● ● ● **ULTIMA**

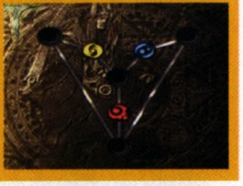
☐ UNERRING PATH

- **CHAPTER** 1, 2
- **LOCATION** Macalania, Djose, Bikanel
- **CONDITIONS** You get this whenever you find/receive your very first special dressphere
- **EQUIP TO GET** –

☐ FONT OF POWER

- **CHAPTER** 5
- **LOCATION** Mi'ihen Highroad
- **CONDITIONS** Send a level 4 or 5 Chocobo to Mi'ihen Highroad until you discover the Fiend Colony secret dungeon. Work your way through and kill the King Vermin boss for this GG
- **EQUIP TO GET** Half MP Cost

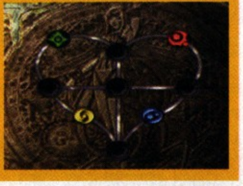
● ● ● **MAGIC +15, ONE MP COST**



☐ HIGHER POWER

- **CHAPTER** 5
- **LOCATION** Calm Lands
- **CONDITIONS** After getting Episode Complete, by finding and completing the Cave Ruins. To unlock them, you must have sent all five levels of Chocobo on successful treasure hunts, at least three times for each level, and raised four Choco-Runners to level 5
- **EQUIP TO GET** Break HP Limit

● ● ● ● **BREAK DAMAGE LIMIT**

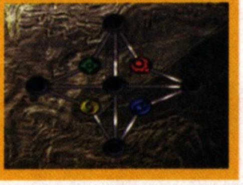


☐ THE END

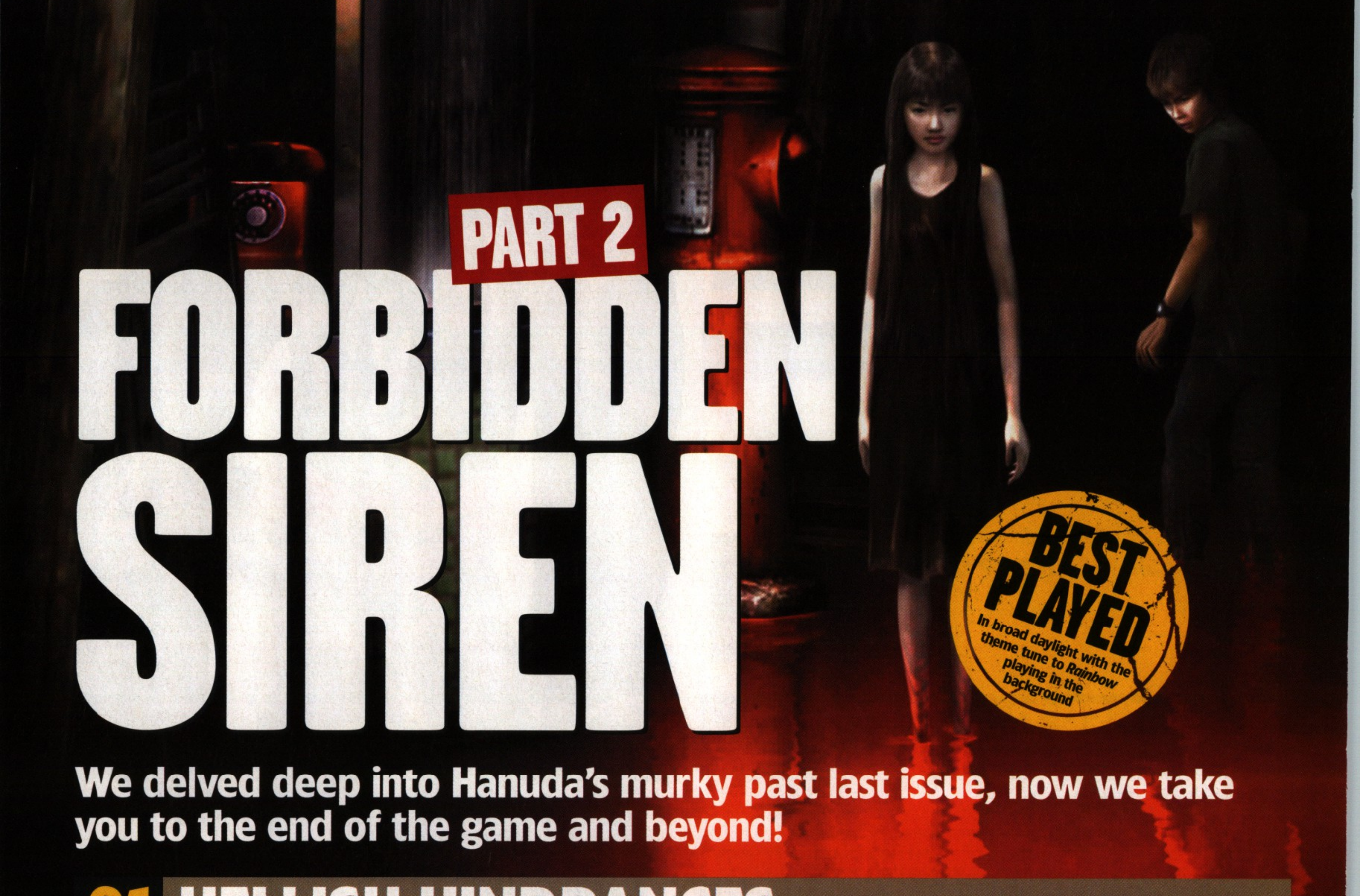
- **CHAPTER** 5
- **LOCATION** Celsius
- **CONDITIONS** See every fiend in Oversoul state, then check Shinra's Bestiary. Working your way through Via Infinito is the best way of completing your collection
- **EQUIP TO GET** Break HP Limit

● ● **BREAK DAMAGE LIMIT**

● ● ● ● **FINALE** (ONLY IF YOU HAVE NEVER ESCAPED FROM A BATTLE)



THE FACTS: **FORBIDDEN SIREN** ●
PLAYERS **1** ● MEMORY CARD SPACE **73KB** ●
DIFFICULTY **VERY HARD** ● COMPLETION TIME **THREE WEEKS**



PART 2

FORBIDDEN SIREN

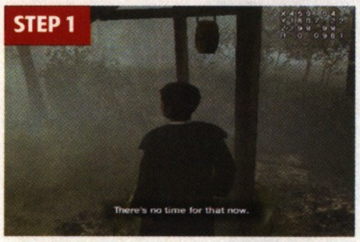
BEST PLAYED
In broad daylight with the theme tune to *Rainbow* playing in the background

We delved deep into Hanuda's murky past last issue, now we take you to the end of the game and beyond!

01 HELLISH HINDRANCES

Sometimes you'll be rammed into a brick wall when trying to get ahead in the game thanks to annoying traits that only serve to confuse and infuriate you. Before you reach for the hammer to smash the game into rodent-sized crazy paving, take heed of this list of potential barriers that could prevent you from completing certain tasks, keys and goals...

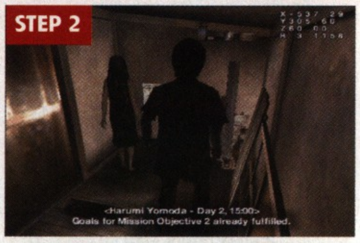
STEP 1



There's no time for that now.

■ **If, when trying to do a specific task, the words, "There's no time for that now!" appear, it means you have been spotted by a Shibito and therefore cannot complete the task in hand until you have evaded the gaze of said Shibito or knocked them out. Sort them and then get back to work.**

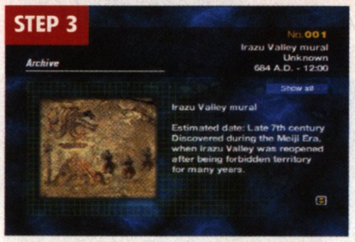
STEP 2



<Harumi Yomoda - Day 2, 15:00>
Goals for Mission Objective 2 already fulfilled.

■ **It is important to remember that when you perform a task to unlock goals for other characters later in the game, you MUST go on to complete the current mission you unlocked them in without dying in order to save the 'key' for the later stage. Otherwise, you'll have to do it over again.**

STEP 3



No.001
Irazu Valley mural
Unknown
684 A.D. - 12:00

Irazu Valley mural

Estimated date: Late 7th century
Discovered during the Meiji Era, when Irazu Valley was reopened after being forbidden territory for many years.

■ **The same goes for the archive items. If you collect one and then die, you must collect it again and complete the stage to save it. The best way to get around this is to perform the Zuno Game Trick (see 'Brain Gain' box), so don't fret too much about missing archive items early on.**

STEP 4

Mission 2 **accomplished.**

■ **With the keys and archive items, if the current level has a mid-way restart point and you collect the archive items and unlock the keys before getting to it and then die afterwards, you will have to complete the WHOLE stage again without dying in order to save them.**

BEAT THIS → USING THE TIME ATTACK MODE, SEE IF YOU CAN BEAT OUR TIME ON TOMOKO MAEDA (DAY 2, 6:00)

THE WALKTHROUGH

Like a ride on a Japanese ghost train. But much scarier.

NAOKO MIHAMA

(DAY1 – 22:00, ELEMENTARY SCHOOL)

● MISSION OBJECTIVE 2: FIND THE BOOK OF HANUDA FOLK TALES. ESCAPE FROM THE SCHOOL

Do exactly as you did in mission one, except after getting the compasses, take down the Headmaster and then go into the library to get the Book of Hanuda Folk Tales (archive item 049). Then simply complete the mission as normal.

KYOYA SUDA

(DAY1 – 08:00, KARUWARI/CUTFELL WAY)

● MISSION OBJECTIVE 2: FIND GRAVE OF TAKEUCHI FAMILY

Do as you did before in this scenario by going to get the poker from the fire, busting the lock off the gate, going to get the screwdriver from in front of the abandoned car and then clearing the bushwood to get to the floodgates. Once at the floodgates, turn the valve (Tomoko Maeda – Day 2, 06:00 Goals for Mission Objective 2 fulfilled) and then head back past the gate to the church and up the hill through the iron fence gate you entered by earlier.

Now head down to the bottom of the hill and walk off the side of either of the two bridges into the, now drained, river. Follow the river upstream and you should see some steps. Go up, pick up the Takeuchi Monographs: notes on the Kajiro Family (archive item 026) from the ground and then examine the grave to complete the mission.

TAMON TAKEUCHI

(DAY 2 –18:00, MIYATA CLINIC/WARD 2)

● MISSION OBJECTIVE 1: PICK UP YORIKO ANNO'S TRAIL

Head left down to the end of the passage and through the door (all the other doors on this ward are locked!). There is nothing of interest in the dispensary, so don't bother going in there. Instead head up the stairs. At the top will be the ajar door that Risa squeezed through earlier – but you are too big to fit through it. Go through the other door at the top of the stairs and through to ward one.

Shoot or avoid the dog-like undead and then go down the long passage leading off to the right (past the front of the isolation rooms). Head down the stairs at the end of the passage and then open the basement entrance and go on down. Grab the forceps from the equipment room and then head back up to the isolation rooms. Go into the one down the far end and use the forceps to break the chain attached to the bed to get the key to the inner courtyard. Also while in this room, examine the graffiti on the wall (archive item 076). Now key back to the first floor on ward two and use the key on the door facing you at the bottom of the stairs.

Dodge the two dog-like undeads and head towards the statue in the centre of the courtyard and climb down the ladder in the hole behind it. At the bottom, open the door to see a cut-scene introducing you to Mina, then blast her six times to down her and examine the glasses she placed on the table to complete the mission.

TAMON TAKEUCHI

(DAY1 – 20:00, HIRUNOTSUKA/SPRING AT SHRINE)

● MISSION OBJECTIVE 2: FIND ITEM DROPPED BY YORIKO. DRIVE AWAY SHIBITO BRAIN

Lead Yoriko up the hill to the large shrine (the shack) and go inside. Walk back out onto the porch and tell Yoriko to hide and she will then close the door on you and crouch down. Run down the steps in front of the shrine and then go left at the bottom to the patrol car. Get inside and take the bullets, then run, avoiding all dog-like undeads, and go up the steps further down the track leading up to the small shrine.

At the small shrine, shoot the human undead (the Shibito Brain) a couple of times before he runs off, then examine the shrine and opt to smash the lock off. Get Yoriko Anno's student ID (archive item 043) from inside the shrine and then drop off the cliff next to the large shrine and shoot the Shibito Brain a couple more times to kill it (if it isn't there, chase it down the hill (past the spring) and get it as it tries to climb a ledge.

AKIRA SHIMURA

(DAY1 –16:00, HARAYDORI/FIRE TOWER)

● MISSION OBJECTIVE 1: REACH ROAD TO HIRUNOTSUKA WITH YORIKO ANNO

When the mission begins, aim in the direction you're facing, move your sights down slightly and you should see Yoriko. She will be attacked by two undeads – the first from the right, the second from the left, snipe them both to save her. Head down from the tower, and up the hill towards the storage shed. Get the villager's diary (archive item 034) from inside and then follow the trail along from the storage shed towards Yoshimura's house. Shoot the undead as you near the end of the trail and then turn 90° to the right and shoot the sniper on top of the barn roof before going into Yoshimura's house to get Yoriko.

Lead her back up the hill trail you just came (the undead will be waking up so shoot him again) and take her down past the storage shed and around towards Kawasaki's house. Stop (and have her wait) behind the small hut to the right of the house (on the map) and then kill the nearby undead as it wakes up. The nearby sniper will have woken up by now, so Sight Jack him to see when he looks away, then peer out from behind the hut and blast him. When all immediate danger has been eradicated, have Yoriko hide in Kawasaki's house to trigger a cut-scene (Kyoya Suda – Day 2, 20:00 Goals for Mission Objective 2 fulfilled).

With her following you, head back over the trail to Yoshimura's house and drop down the ledge in front. Head around the left side of Nakajima's house (from the back) and then over the wooden bridge and follow the bank along until you trigger a cut-scene.

There are two ways to take out the sniper barring the way to Hirunotsuka, you can either edge out until he sees you and quickly dash back behind the rock as he shoots then Sight Jack him, wait until he reloads and quickly shoot him that way. The other way is to use Yoriko as a decoy – she'll run across the road, the undead will trail her and you can blast him when you get a clear shot. Lead Yoriko along the road to Hirunotsuka to complete the mission.

AKIRA SHIMURA

(DAY1 –16:00, HARAYDORI/FIRE TOWER)

● MISSION OBJECTIVE 2: REACH ROAD TO HIRUNOTSUKA WITH YORIKO ANNO WITHIN ONE MINUTE AND 55 SECONDS.

Take exactly the same route as mission one (not going into the storage shed and tracking back to Kawasaki's house, obviously!) and you should make the time easily. The only thing to be wary of is that one of the undeads that you have to snipe at the beginning will have regained consciousness and made his way back over the bridge by the time you reach the final, gun-toting undead, so quickly shoot him before you trigger the cut-scene.

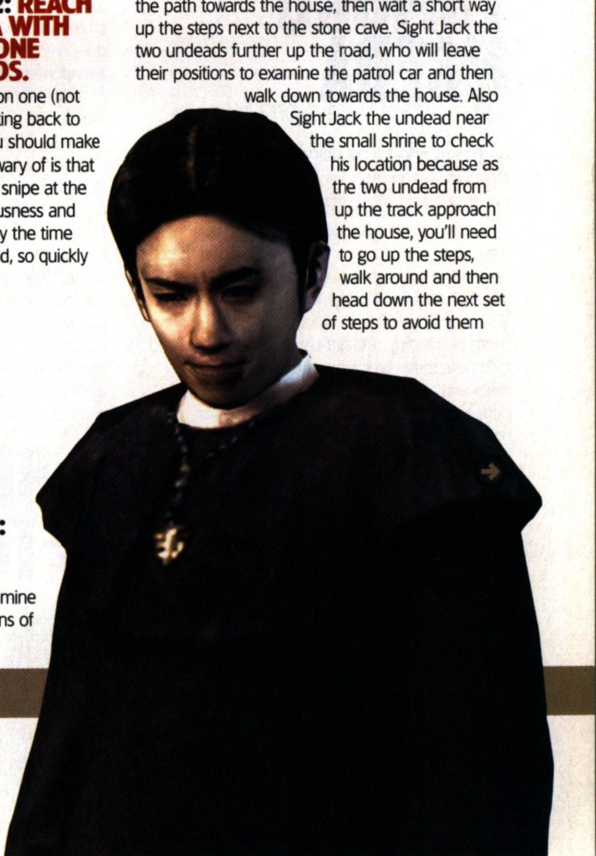
TOMOKO MAEDA

(DAY1 –17:00, HIRUNOTSUKA/ MIZUHIRUKO SHRINE)

● MISSION OBJECTIVE 1: ESCAPE FROM HIRUNOTSUKA.

Go to the back of the shrine and examine the crack in the floor to get the Origins of Mizuhiruko Shrine (archive item 037). Then Sight Jack the undead up on the cliff next to the small shrine and wait for them to start walking away. Drop off the edge of the porch, turn around and ring the bell to draw the gun-toting undead down the main steps to examine where the noise came from (Sight Jack him to track his position). Hide around the same side of the shrine as the combination lock (stay nearer to the back than the front) and when the undead gets to the porch and looks left, run straight down the main steps – you should be able to get down them with the minimum damage.

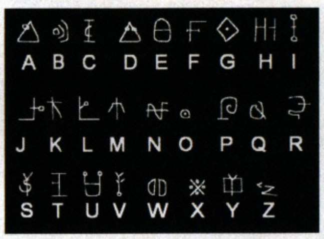
Get into the patrol car and look at the pocket on the passenger door to get the Misumi Daily Gazette (archive item 038) and then press the button to sound the siren. Get out and head down the path towards the house, then wait a short way up the steps next to the stone cave. Sight Jack the two undeads further up the road, who will leave their positions to examine the patrol car and then walk down towards the house. Also Sight Jack the undead near the small shrine to check his location because as the two undead from up the track approach the house, you'll need to go up the steps, walk around and then head down the next set of steps to avoid them



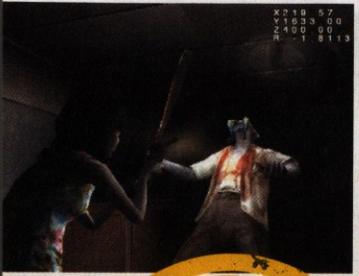
02 ALIEN ALPHABET

By viewing all the archive items, it is possible to learn the Shibito language of the gods and use it to decipher all the various scrawled massages and codes throughout the game. To save you the hassle though, here is the complete Shibito alphabet and a couple of examples of some of the decoding you can do in the game...

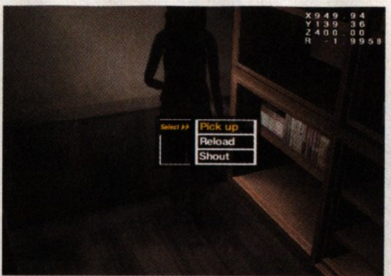
Language location	Translation
Parish directory	"AWAKE"
Kamoshika notebook	"GOD IS COMING"

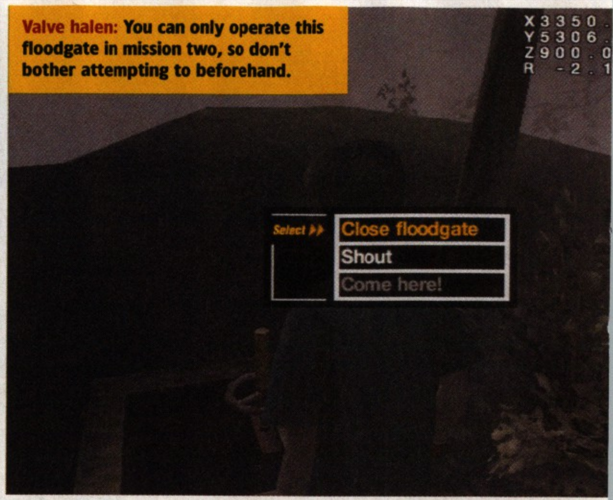


MISSION ONE TIME OF 34.5 SECONDS!

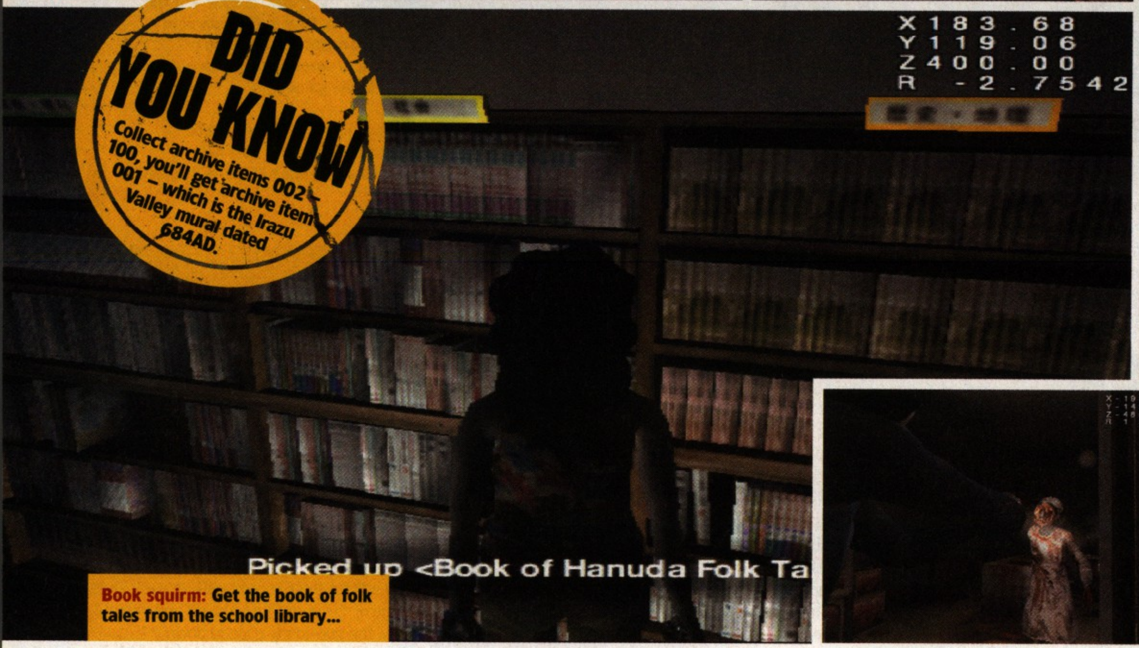


Select ▶▶
Use compass
Reload
Shout





Valve halen: You can only operate this floodgate in mission two, so don't bother attempting to beforehand.



Book squirm: Get the book of folk tales from the school library...

X-1374.09
Y-2821.85
Z510.00
R 1.1314
There is a dilapidated album.

DID YOU KNOW

Collect archive items 002 – 100, you'll get archive item 001 – which is the Irazu Valley mural dated 684AD.

and get back onto the road. Once you have done that, Sight Jack the shotgun-wielding undead who investigated the bell and make sure he has returned to his original position after investigating the car and then the rest is just a straightforward run up the road towards Harayadori to complete the mission.

TOMOKO MAEDA

(DAY1 –17:00, HIRUNOTSUKA/ MIZUHIRUKO SHRINE)

● MISSION OBJECTIVE 2: ESCAPE FROM HIRUNOTSUKA WITHIN ONE MINUTE AND 55 SECONDS.

This is a lot easier than you think. Open the door to the shine and Sight Jack the undead up on the cliff next to the small shrine. When he looks away from the shrine, walk off of the porch and ring the bell. Wait around the side of the shrine until the shotgun-wielding undead comes up the steps and looks left, then run straight past him, down the steps and turn right at the bottom. Still running, dodge the first undead and run straight past the one further up the road with a pistol, weaving again so that he doesn't shoot you. Now simply keep running up the road to Harayadori to complete the mission.

REIKO TAKATO

(DAY1 – 23:00, KARUWARI/ ABANDONED STOREROOM

● MISSION OBJECTIVE 1: HELP HARUMI YOMODA ESCAPE FROM KARUWARI.

Pick up the lighter from on top of the barrel in the abandoned storeroom and then make your way up through the gate at the iron fence (examine the large tomb stone on the other side of the gate to get the hymn book) (archive item 054) and down towards the river (have Harumi with you the whole time). Go through the gap in the fence and drop down into the river, then pick up the keys to the abandoned car next to the dead tree.

Go to the abandoned car, unlock it, get in, pick up the cassette tape from the floor (Tamon Takeuchi – Day 3, 22:00 Goals for Mission Objective 2 fulfilled) and look at the handbrake. Release the handbrake and the car will roll, forming a bridge (Tomoko Maeda – Day 2, 06:00 Goals for Mission Objective 2 fulfilled). Now lead Harumi up the track towards the fuel truck to trigger a cut-scene. When you resume playing, go and release the valve on the back of the fuel truck to spill gasoline all over the ground, then head around to the far side of the truck to honk the horn. This will attract the attention of the undeads, so when they wander over, go to the back of the truck where the gasoline is and use your lighter for explosive results!

REIKO TAKATO

(DAY1 – 23:00, KARUWARI/ ABANDONED STOREROOM)

● MISSION OBJECTIVE 2: LIGHT LANTERNS IN ORDER. HELP HARUMI YOMODA ESCAPE FROM KARUWARI.

Do everything you did for mission one, except this time you have to light those strange lanterns placed around the stage in a particular order using the candles Harumi gave you earlier. So follow this order; get lighter, light lantern 'D', get abandoned car keys from the river, light lantern 'A', light lantern 'B', release handbrake of the abandoned car, light lantern 'C' (Kyoya Suda – Day 3, 23:00 Goals for Mission Objective 2 fulfilled). After the cut-scene you get for nailing the right sequence, you'll receive the. Book of Deliverance Kiruden (archive item 055). Now simply do the business with the fuel truck as before to complete the mission.

KEI MAKINO

(DAY1 –12:00, HIRUNOTSUKA)

● MISSION OBJECTIVE 2: FIND ITEM DROPPED BY TOMOKO. REACH ROAD TO HIRASAKI.

If you didn't do so in the first mission, be sure to hide Tomoko at the small shrine to get a key (Tomoko Maede – Day 1, 17:00 Goals for Mission Objective 2 fulfilled). Do this stage exactly as you did for mission one, except that when the cut-scene shows Tomoko getting shot at and running away at the end, instead of finishing the stage by heading down the road to Hirasakai, dodge the sniper by crouching by the rock and then Sight Jack around to see a new undead wandering around. Track his movements because he will head towards the combination door on the far side of the shrine shack. Keep Sight Jacking and he'll open the door, revealing the code for the lock (which changes every time!)

Head back up the track to the shrine and creep around the back to use the code you just learnt to open the door. Inside you'll find Tomoko Maeda's student ID (archive item 032). Now head towards Hirasakai to complete the mission.

RISA ONDA

(DAY1 – 04:00, TABORI/ ABANDONED HOUSE)

● MISSION OBJECTIVE 2: DISCOVER MANA CROSS

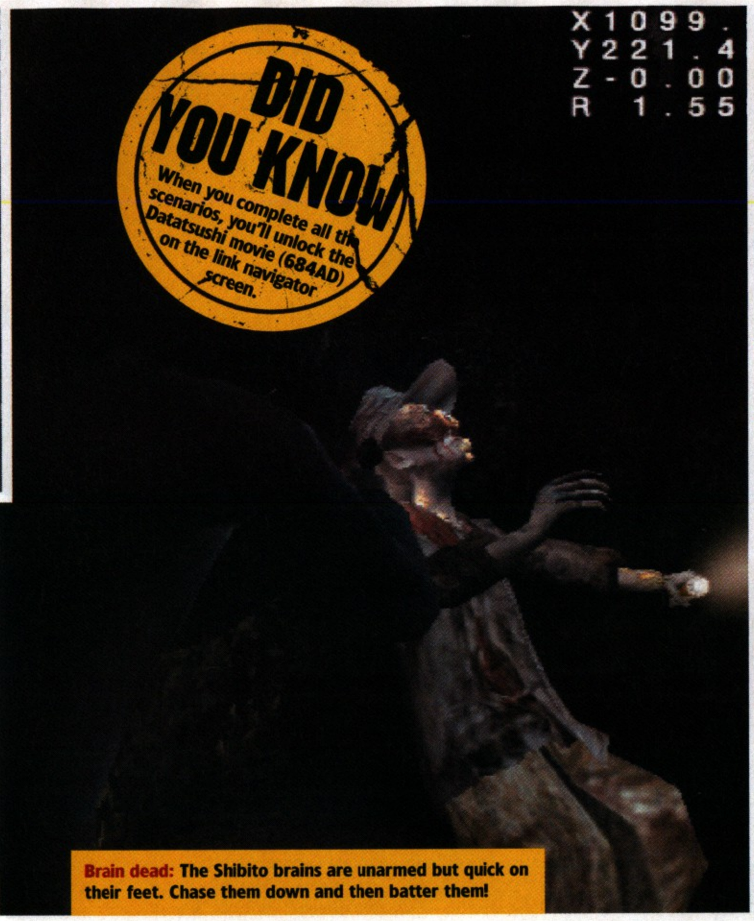
Dodge the two patrolling undead and head toward the storage shed. When the coast is clear (hide behind the storage shed if need be), climb up onto the small coal bunker and up onto the roof of the house. Take the trowel from the flower box and then, again when the coast is clear, head back down. Head towards the pond (the small square in the bottom-right corner of the map) and dig on the patch of ground to the left of it. Here you will find the Mana cross and complete the mission.

TAMON TAKEUCHI

(DAY 2 –10:00, JANOKUBI VALLEY/BRIDGE)

● MISSION OBJECTIVE: DEFEAT THE SNIPER.

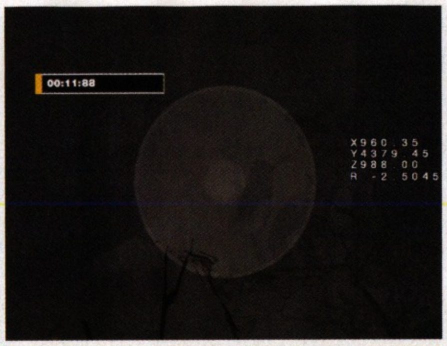
Head up the steps to the top of the bridge and go up the hill (across the road) to the ore processing plant. Head up the narrow path on the right-hand side of the plant to the suspension bridge (notice the can of gasoline next to the bridge entrance?). Head over the bridge and get the hose from the small shrine (Tamon Takeuchi – Day 2, 18:00 Goals for Mission Objective 2 fulfilled), then head back over the suspension bridge, use the gasoline to douse it and then move closer until the option to

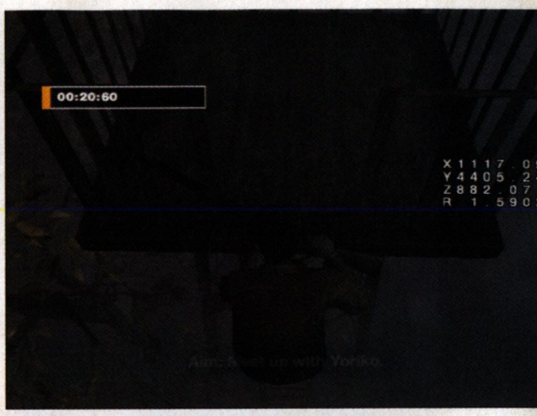


DID YOU KNOW

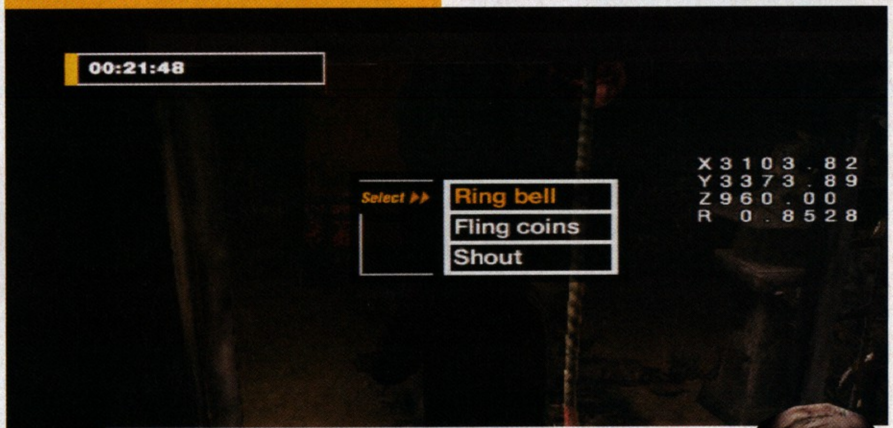
When you complete all the scenarios, you'll unlock the Datatsushi movie (684AD) on the link navigator screen.

Brain dead: The Shibito brains are unarmed but quick on their feet. Chase them down and then batter them!





Sniper SOS: Protect Yoriko from the Shibitos and then go and rescue her from the shack...



"set fire to gasoline" appears. Do so to take the bridge down, then head back down the track in front of the ore processing plant and take down the first flying undead. Now run across the bridge, zig-zagging so that the sniper on the opposite side doesn't shoot you and unload a couple of shots into him. He will flee up the dirt track towards the bin of scrap material. So chase him up and you should be able to finish him off at the top.

TAMON TAKEUCHI

(DAY 2 –10:00, JANOKUBI VALLEY/BRIDGE)

● MISSION OBJECTIVE 2: REMEMBER AKIRA SHIMURA.

During Akira Shimura (Day 1 – 16:00) if you hid Yoriko in Kawasaki's house and uncovered the faded picture of Akira, this mission will start with it being added to the archive. Now simply complete the mission again exactly as you just did it to complete the second objective.

RISA ONDA

(MIYATA CLINIC/WARD 2 – DAY1, 22:00)

● MISSION OBJECTIVE 2: FIND ANGEL STATUETTE.

Turn and run from Mina through the door at the end of the passage and head upstairs. Sight Jack her and wait for her to start walking back down the passage and when she reaches the end and walks around the corner, go back down and into the storeroom to get the umbrella. Now walk very slowly down the passage and wait by the fire extinguisher near the end. Shout to Mina and when she gets near, use the fire extinguisher to create a smoke screen. As Mina is stood to the side of the smoke looking in, get behind her (she won't be able to see you) and hit her repeatedly with the umbrella to take her down – as long as you are stood behind her she won't be able to hit you with her spade. Mina is a Shibito brain and taking her down will take down all the other undeads on the stage, so head out of the door into the courtyard, open the garbage chute (Shiro Miyata – Day 2, 00:00 Goals for mission objective 2 fulfilled) and then go back into the clinic and into room 101. Examine the bed and remove the sheets to get the angel statuette (archive item 051).

KEI MAKINO

(HARAYADORI/YABAY SETTLEMENT – DAY 3, 12:00)

● MISSION OBJECTIVE 1: DRIVE AWAY SHIBITO BRAIN.

The brain starts out atop the fire tower, but by Sight Jacking you'll notice a sniper stood on the roof of Takaya's house. Head down the track and then turn left up the hill. Jump onto the roof of Kawasaki's house and then crouch down. When the dog-like Shibito appears from over the crest of the roof, shot it and then wait for the flying Shibito and another dog-like Shibito to be draw towards your position. Take them all down and then jump over onto the roof of Takaya's house, shoot the sniper and you'll see the brain start climbing down the fire tower ladder.

He will head to the far river bank, but there is a sniper over there, so start running over the stone bridge, zig-zagging so as not to be hit and you should draw the brain towards the settlement. Sight Jack him to pinpoint his new position, then go and track him down. There will be more dog-like Shibitos on the way, so if you run out of ammo, equip the hammer and start clobbering anything that moves. You should be able to take down the brain with ease once he comes to a ledge that needs climbing.

LISTEN AND LEARN

Did you know that by Sight Jacking Kei and Shiro, who are holed up in one of the rooms, you'll be able to eavesdrop an interesting conversation that has bearing on the complex plot of the game? It's rather muffled (as is all dialogue heard through Sight Jacking) but give it a few listens, alternating between both characters, and you'll start to grasp what they're saying.

KEI MAKINO

(HARAYADORI/YABAY SETTLEMENT – DAY 3, 12:00)

● MISSION OBJECTIVE 2: ACQUIRE EXPLOSIVES.

Please note that you may find this mission easier if you start off as you did the first and jump onto the roof of Kawasaki's house to take down three of the Shibitos. Head down the track and go left up the hill. Follow the narrow track past Kawasaki's house and then get the letter addressed to Tamon Takeuchi (archive item 090) from the incinerator. Go into Yoshimura's house and get the photo of twins from the red album (archive item 089), then head back out and go to the well.

Tie the rope and climb down into the well, then climb the ladder and take down the Shibito at the top. Examine the wooden box and open it up to reveal the explosives.

NAOKO

MIHAMA

(ELEMENTARY SCHOOL/GYMNASIUM – DAY1, 22:00)

● MISSION OBJECTIVE 1: ESCAPE FROM THE SCHOOL.

● MISSION OBJECTIVE 2: FIND THE BOOK OF HANUDA FOLK TALES/ESCAPE FROM THE SCHOOL.

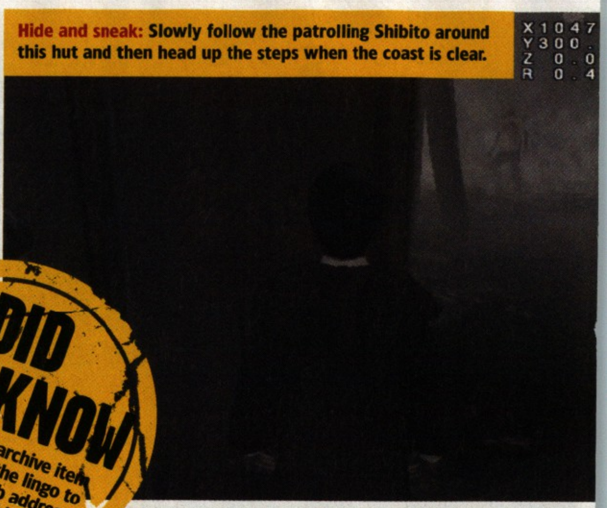
Ammo is tight on this stage so you're going to need to conserve as much as possible early on. When the stage begins, run straight around the upper tier of the gym and down the ladder at the far end (you may take a hit from one of the may dog-like Shibitos when getting off). Dodge the dog-like Shibitos and run to the main doors, then go through and turn left when you emerge in the main corridor of the school. Go through the classrooms and head towards the stairs, then go up and go through the first door on the right into the 5-6 grade classroom.

Either in this room or the next will be an incarnation of the demon headmaster – who is a Shibito brain – so take him down with three shots and by doing so all the dog-like Shibito's in the stage will also be temporarily knocked out. Go to the supply room at the far end of the corridor and get the pair of compasses from

➔

There is a <Cassette tape> on the floor.

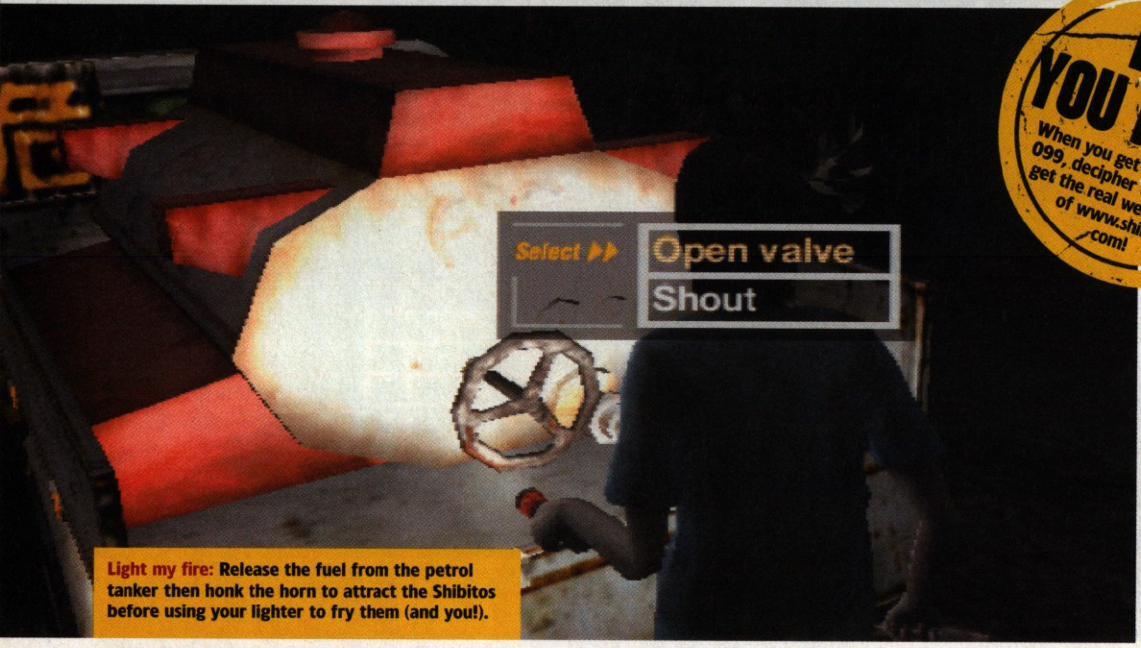
Select ▸▸
Light lantern
Shout
Wait!



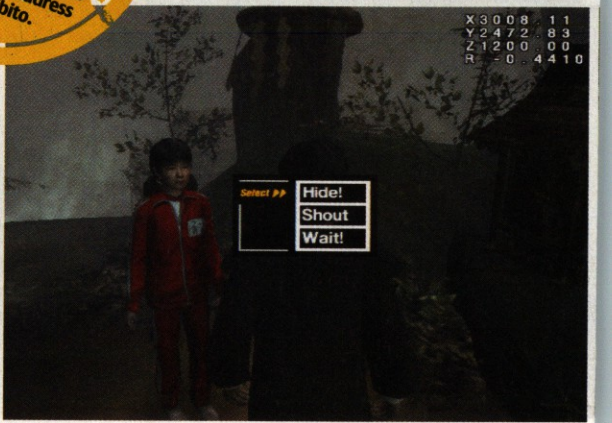
Hide and sneak: Slowly follow the patrolling Shibito around this hut and then head up the steps when the coast is clear.

DID YOU KNOW

When you get archive item 099, decipher the lingo to get the real web address of www.shibito.com!



Light my fire: Release the fuel from the petrol tanker then honk the horn to attract the Shibitos before using your lighter to fry them (and you!).



inside. Now, if you're attempting objective two, head into the library and, provided you picked up the library card in Naoko's earlier scenario, you'll be able to take the book of Hanuda Folk Tales (archive item 049) from the shelves at the back.

Go back to the downed headmaster and wait for him to awake again by shooting him again, then go back downstairs to the gymnasium storeroom. Pick up the "Stargazers Circle" flyer (archive item 048) and then use the compasses to get the key to the small storage room from beneath the floorboards. Use this key to open the door at the bottom of the stairs and then go in and escape through the next door to complete the mission.

TOMOKO MAEDA

(KARUWARI/TANUDA – DAY 2, 06:00)

● MISSION OBJECTIVE 1: REACH ROAD TO CHURCH.

This is an eerie mission the first time you play it because of the trippy light trails and ambient music. There is little to fear though because, as you'll soon discover, the Shibitos won't attack you (hmm, wonder why that could be?! It can't be good... Can it!?!). Head up towards the iron fence and take the Toy Monkey from the gravestone (Harumi Yomoda – Day 3, 00:00 goals for mission objective 2 fulfilled), then go down the hill and fell the rotten tree to cross the river and get across to the church.

TOMOKO MAEDA

(KARUWARI/TANUDA – DAY 2, 06:00)

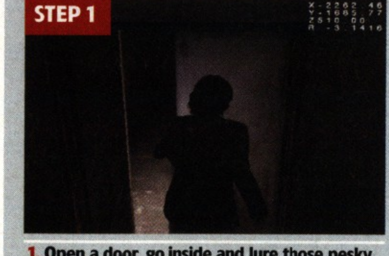
● MISSION OBJECTIVE 2: REACH ROAD TO CHURCH WITHOUT BEING DISCOVERED BY SHIBITO.

Turn around and walk up the track to the abandoned car you used earlier to form a bridge and then stand on the back facing the front. Now, turn anti-clockwise around to face the back, repeatedly pressing ⊗ – now you should get the obscurely-placed Tsuchinoko reward poster (archive item 064) when you get off. Now, to complete this second mission objective, don't be fooled into thinking you need to toggle the switch on the scooter in order to turn on the lights and draw all the nearby Shibitos over because you don't. Just Sight Jack the Shibito patrolling near the gate leading up the church and then wait by the side of the steps leading up to it. When the dog-like Shibito looks in your direction and then moves away to look down towards the river, quickly run up the steps, past the Shibito and through the gate towards the church – for some reason the Shibito won't even hear your footsteps so there is no need to slow down, just keep running all the way and you'll get to the church without being spotted.

SHUT 'EM DOWN!

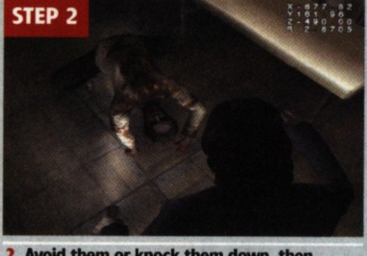
In the stages that are teeming with dog-like Shibitos, you don't have to go through the labour of cleaving their heads in or wasting precious bullets on them. No, simply find rooms with doors that open, lure them inside and then run back out, closing the door behind you. Whereas all human Shibitos have the savvy to open doors, the doggy ones don't, so you can trap them in rooms and never worry about getting chased again!

STEP 1



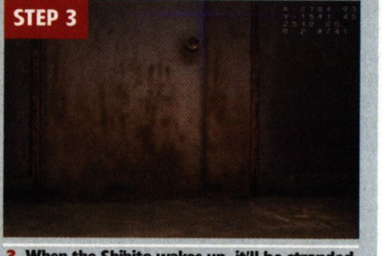
1. Open a door, go inside and lure those pesky dog-like Shibitos in after you.

STEP 2



2. Avoid them or knock them down, then leave, closing the door behind you.

STEP 3



3. When the Shibito wakes up, it'll be stranded with no means of escape!

HARUMI YOMODA

(TABORI/LIVING ROOM – DAY 2, 15:00)

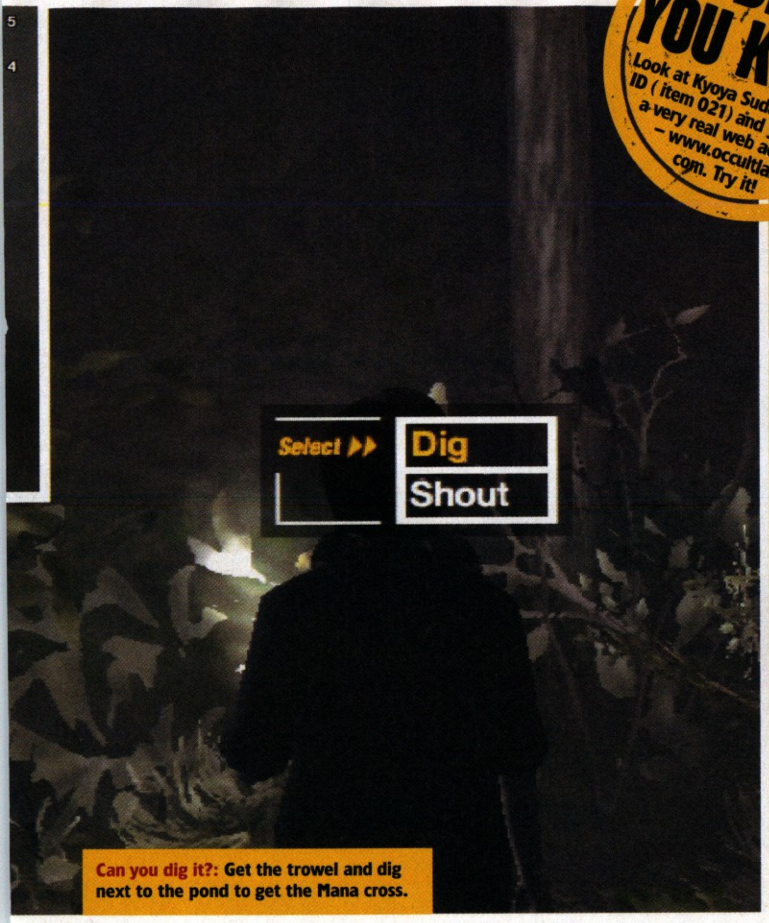
● MISSION OBJECTIVE 1: ESCAPE FROM ABANDONED HOUSE.

You begin the stage hidden safely in a closet, so stay where you are for now and Sight Jack the three residents. By watching their movements you'll see that Tomoko's mum goes and looks at the storeroom door before sitting down to watch some TV, Tomoko's dad goes and worships at the Buddhist altar before going to play with the cigarette lighter in the parlour and Tomoko goes and scribbles something on the floor in front of the stairs. After this routine, Tomoko will go upstairs, dad will go and take a leak in the toilet and mum will unlock the door to the kitchen. When she does so, leave the closet and very slowly follow her in.

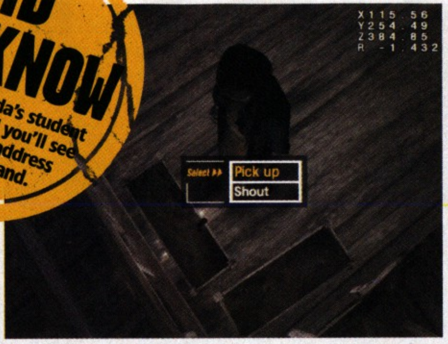
She will glance at a key on the shelves to the right of the entrance before violently swinging a knife by the sink. When she is swinging the knife, slowly walk into the kitchen behind her and take

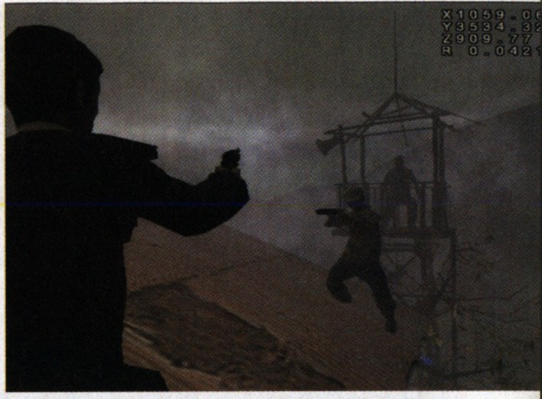
DID YOU KNOW

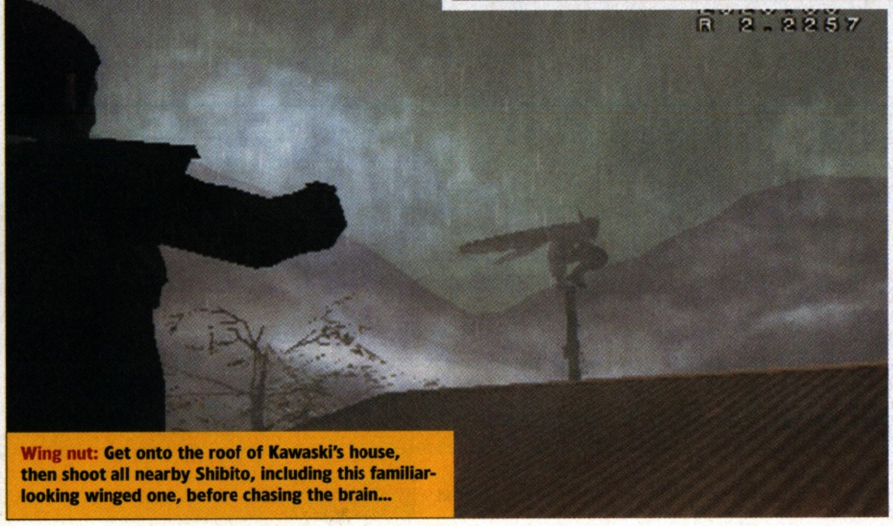
Look at Kyoya Suda's student ID (item 021) and you'll see a very real web address – www.occultland.com. Try it!



Can you dig it?: Get the trowel and dig next to the pond to get the Mana cross.







Wing nut: Get onto the roof of Kawaski's house, then shoot all nearby Shibito, including this familiar-looking winged one, before chasing the brain...

the key to the red padlock. Now walk slowly up the stairs and wait on the landing at the top until Tomoko finishes scribbling on the floor and goes into the bedroom. When she does, walk past the door to her room and then go and open the other door with your new key.

This room will enable you to get outside, so drop down to the outside of the house and then head through the gate to trigger a cut-scene. With Reiko chasing you, do one circuit of the house (or head to the storage shed and lose her by running around that and back on yourself) and then go back through the gate to complete the level.

HARUMI YOMODA

(TABORI/LIVING ROOM – DAY 2, 15:00)

● MISSION OBJECTIVE 2: FIND BEADED DOLL/ESCAPE FROM ABANDONED HOUSE.

Start this level in exactly the same way as you did the first mission and when you get upstairs and use the key to unlock the room, hide in the closet (next to the mirror) in the new room to get the key to the storeroom. At this point there is a great trick you can do in order to make the house safe for searching: when Tomoko is in her room, stand by the door to the end room you unlocked and shout to her. When she spots you she'll give chase, so run out of the house and drop down to the ground.

Tomoko will follow you out, so do one lap of the house and then go back in the way you came – leaving Tomoko stranded outside, unable to get back in. Not only will this allow you to search Tomoko's room that she normally locks, but mum and dad will be locked into set positions downstairs and won't move unless you stray too close to them – so now you can search safely! Get the Kamoshika notebook (archive item 073) from Tomoko's desk and pick up the Toy Monkey from the floor (Harumi Yomoda – Day 3, 00:00 goals for mission objective 2 fulfilled), then go downstairs. Examine the coffee table in the TV room you start the mission in to see the graffiti engraved on the table (archive item 072), then use the key to unlock the storeroom. Now, provided you achieved the key earlier on when Kyoya was on this stage, the floorboards in the storeroom will be broken, enabling you to get the beaded doll from below (archive item 074).

Now head back outside and Sight Jack Tomoko to check her position. Try and lure her away from the storage shed and lose her around near the cottage. Now head out through the gate and trigger the cut-scene to start Reiko chasing you. Lead her to the storage shed and run around behind it and back on yourself to evade Rieko and then head out the gate as before.

KEI MAKINO

(GOJAKU PEAK/ HANUDA MINE – DAY 3, 16:00)

● MISSION OBJECTIVE 1: REACH ROAD TO FLOODGATES.

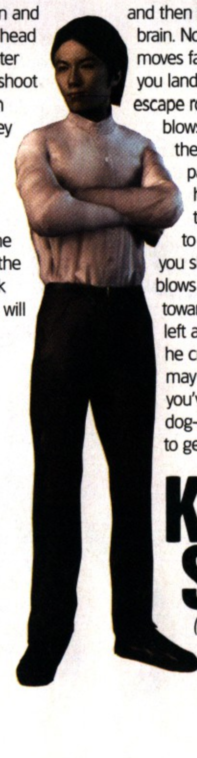
● MISSION OBJECTIVE 2: DEFEAT ALL SHIBITO AND REACH ROAD TO FLOODGATES.

We have grouped these two objectives together because it is far easier to complete them both together than it is to, say, reach the road to the floodgates WITHOUT defeating all Shibito. So simply complete this mission as we say once to complete the first objective and then complete it again the same way to complete the second.

When you start, equip the hammer as you will need to conserve all six gun bullets for a while. Use the hammer to batter the two dog-like Shibitos near the custodian's shack – get near the top of the hill and shout to draw them to you – then go into the shack to get the spare gate key. Before you head up the steps, take the missing persons poster (archive item 091) from the wall next to them.

Head towards the siren shack, battering the many dog-like Shibitos that come at you along the way. Obscure archive item time again – get on top of the siren shack and examine the strange drawing on the roof. Now, using your hammer swing it at thin air and, probably after a few attempts, the skyfish (archive item 092) will drop down and land on the drawing. Equip the gun and head up shaft no. 5 east – here you'll encounter Risa. Wait until she gets close and then shoot her three times to knock her down, then after the cut-scene, pick up the spare key to the siren shack.

Unlock the siren shack and head up shaft no. 3 east where you'll encounter Mina. Shoot her three times to knock her down and then examine the dynamite further up the shaft. Connect the wire and then go back to the siren shack and press the button to detonate it. This will knock out all the Shibitos, so hurry up tunnel no. 1 to complete the mission.



KYOYA SUDA

(JANOKUBI VALLEY – DAY 2, 07:00)

● MISSION OBJECTIVE 1: DRIVE AWAY SHIBITO BRAIN.

Cross the suspension bridge and then pick up the lighter from the ground at the other end. Go back over the bridge and then head down the first track on the right. Sight Jack around and you should get the POV of one Shibito stood behind a dog-like Shibito (that's the brain) and a dog-like Shibito patrolling the main bridge. When the patrolling dog-like Shibito is facing away, dash out from the bottom of the track and head towards Miyata's car. Use the lighter to light the gasoline and this will create a diversion, drawing the dog-like Shibito guarding the brain down towards the car.

Head back to the far track you came down by and then use the cross-over track to get to the brain. Now this is the tricky part because he moves fast – chase him off the ledge and when you land try and get in front of him. Barring his escape route, you should be able to get a few blows in before he runs off. He will run up the track and then head up the side track past the small shrine – cut him off by heading straight up the main track and turning to face him as he emerges next to Miyako at the top. As he runs at you, you should be able to land the necessary blows to finish him off – if not, run forwards towards Miyako and pray that the brain turns left and heads back down the main track. If he crosses the suspension bridge then you may have to attempt the stage again as you've got little hope of getting past the two dog-like Shibitos in the ore processing plant to get to him.

KYOYA SUDA

(JANOKUBI VALLEY – DAY 2, 07:00)

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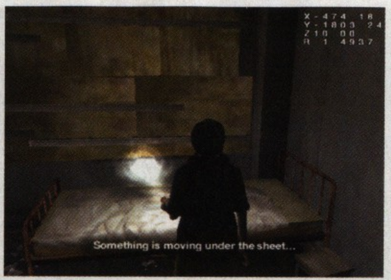
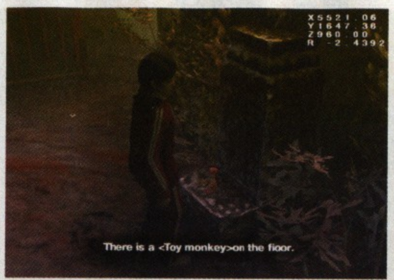
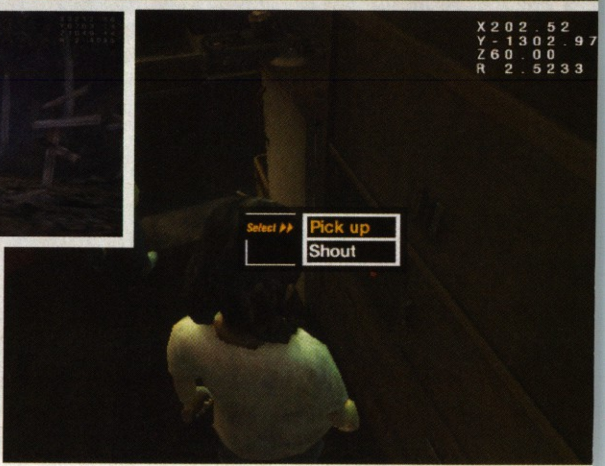




School's out: Can Harumi evade her zombified teacher and escape the abandoned house?

Screen siren: Naoko, the TV reporter pays dearly for her ambition, returning in Shibito form to torment you!



● MISSION OBJECTIVE 2: ACQUIRE 38 CALIBRE POLICE-ISSUE REVOLVER

Head over the suspension bridge then go left down the narrow track by the side of the ore processing plant on the other side. Get the Kasutori Inquirer (archive item 067) from beside the barrels in front of the ore processing plant and then head back up to the entrance. Sight Jack the two dog-like Shibitos inside the plant and when the one nearest to you has finished examining the barrier and goes to the mountain hut (to look at the key under the floorboards) go in and move the barrier before going down the stairs. Shout to attract the attention of the Shibitos and then run along to the stairs going up and then run up and drop out through the window at the top.

Run back up to the main entrance and then go into the mountain hut to get the key to the electricity supply box. Run along to the back entrance and go out before going down the track to the side of the plant and in through the next door down. Use the key to open the control box next to the door and then pull the lever to cut the power. Head back out to the pathway and follow it down to the road, then once you have triggered the cut-scene introducing the winged cop Shibito, head back to processing plant to take cover until he flies away.

Go back down to the puddle at the bottom of the path and then break the Sake bottle in the water. Now, if you read the Hanuda Community Newsletter (archive item 004), you'll know that resident cop, Tetsuo Ishida has a taste for Sake and by breaking the bottle in the bottle, you'll attract his winged form. Run back up to the control box and Sight Jack Tetsua – when he lands in the puddle to taste the Sake, pull the lever to fry him before turning the power back off, running back down the path and nicking his gun (Kyoya Suda – Day 2, 20:00 goals for mission objective 2 fulfilled).

KYOYA SUDA

(ARATO/BANKS OF THE MANA RIVER – DAY 2, 20:00)

● MISSION OBJECTIVE 1: INFILTRATE THE NEST WITH YORIKO ANNO.

Sight Jack the Shibito at the top of the steps and the sniper stood in front of the cafeteria, then go and batter the first Shibito and have Yoriko follow you through the gate into Rokkaku's house. Climb onto the shed in the garden and then up onto the top tier of the nest structure. When the sniper is looking away, go and smash the lock on the gate and follow the structure around until you come to a ladder taking you down next to the cafeteria. Shoot the sniper in the back and go through the front door of the cafeteria, then take out the Shibito in the back room before heading out the back door and straight down the back alley.

Take out the Shibito around the corner and take the folding saw from the barrels. Backtrack to the cafeteria and go down the side alley. Take the Signpost containing the map of Arato (archive item 079) from the wall on the left as you go down the alley and then wait at the end of the alley for the patrolling Shibito to spot you and wander over. Take him out and Sight Jack the nearby sniper. When he is looking over to the far right, run around the corner and climb up on the structure to the left of the path leading to the bus shelter. Pull Yoriko up with you, climb the ladder and then cut the planks of wood with your saw to complete the mission.

KYOYA SUDA

(ARATO/BANKS OF THE MANA RIVER – DAY 2, 20:00)

● MISSION OBJECTIVE 2: CREATE ENTRYWAY FOR HARUMI YOMODA.

Start the mission as you did the first and once you have shot the first sniper, go through the front door into Rokkaku's house, knock out the Shibito inside and then open the side door to the toilet to get the tool to open the manhole cover. Now do as you did in the first mission until you get to the end. Instead of climbing up on the structure to cut the planks, head past the bus shelter and use your tool to open the manhole. Go down and examine the gate to trigger a cut-scene and end the mission.

SHIRO MIYATA

(MIYATA CLINIC/WARD1 – DAY 2, 00:00)

● MISSION OBJECTIVE 1: DEFEAT MINA ONDA.

● MISSION OBJECTIVE 2: ACQUIRE URYEN.

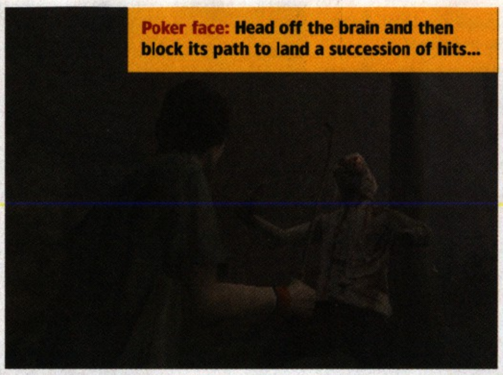
When the mission starts, batter Mina with your hammer, go out the room and defeat the dog-like Shibito around the corner. Unlock the door at the end of the corridor and head upstairs. Wait at the top and Sight Jack Mina and you'll see her break through the door to the laboratory. Go downstairs and defeat her again, then go into the laboratory and pick up the EEG machine from the trolley and the Patient's letter (archive item 056) from the desk drawer.

Go back upstairs and force your way through the blocked door, then go down the corridor and into the security office. Pick up the fluorescent lightbulb, go out through the other door, knock out the dog-like Shibito and head out through the door leading to ward two. Go downstairs and go into the dispensary and pick up the key to the basement, then head back upstairs, through to ward one (defeating Mina and all Shibitos on the way) and go back down the first set of stairs before unlocking the door to the basement at the bottom.

Down in the basement pick up the key to the 2nd floor men's toilet from the storage room, then go into the mortuary and examine the coffin. Remove the nails and open the lid, then pull the stake out of the body (Kei Makino – Day 3, 16:00 goals for mission objective 2 fulfilled). Now, to complete mission objective one, go into the boiler room to be confronted by Mina and then repeatedly hit her with the hammer to defeat her (and end the mission).

If you're going for mission two, head back out of the basement and then go up the stairs to the second floor. Use your new key to unlock the door to the gents (Tamon Takeuchi – Day 2, 18:00 goals for mission objective 2 fulfilled) and then go back through to ward two. At the top of the stairs, drop the EEG machine down the garbage chute to distract the sniper in the courtyard, then go downstairs and cautiously walk out of the open door into the courtyard and defeat the distracted sniper behind it. Now take out the dog-like Shibito in the courtyard and push the statue to reveal a secret passage. Go down the ladder and through the door then a cut-scene will show you getting the Uryen.

Nurse in a hearse: Shoot Risa three times then stake her to get the siren shack key...



Poker face: Head off the brain and then block its path to land a succession of hits...

BRAIN GAIN

Congratulations! By obtaining archive item 087 – the "Brain Cell Revival" game, you'll unlock the wickedly distracting *Zuno* game on the Main Menu. Not only will this cunning puzzler keep you entertained long after the riddles of this sinister scare-'em-up have been solved, but it also acts as you ticket to quickly obtaining all those archive items you may have missed along the way. Confused? Let us explain...

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1. Using our complete archive guide from last issue, pinpoint the levels that contain the archive items you're missing and visit that stage.

2. Search for the archive item in question and obtain it – now here comes the really cunning bit!

3. Instead of going on to complete the level to save the archive item, quit out back to the Main Menu. Yes, quit! Don't be scared, it's the right thing to do.

4. Now opt to play *Zuno* and start a game. Rapidly press R1 to lose and then press ◎ to quit back out of Zuno.

5. You will now be asked if you would like to save. Choose 'Yes' and by doing so the archive item you just collected will be saved!

6. Now repeat this process with every other archive item you're missing and you'll have them all with ease before you know it!

TAMON TAKEUCHI

(MIYATA CLINIC/WARD 2 – DAY 2, 18:00)

● MISSION OBJECTIVE 1: PICK UP YORIKO ANNO'S TRAIL.

● MISSION OBJECTIVE 2: FIND ALBUM.

Head upstairs and go through to ward one. Once past the corridor with all the isolation rooms in, go through the door into the men's toilet and examine the sink next to the urinals. Attach the hose to it and then approach the window and lower the hose. Now go to the toilet on the floor below and pull the hose through the window there. Go back up to the second floor toilet and turn on the tap at the sink, then go back down and get the key to the second floor of hospital ward two from the drain. Go back upstairs, through the door that connects the wards and then use your new key to open the second door leading into ward two.

Shoot or avoid the two dog-like Shibito's and go into the director's office and pick up the record player needle (Tamon Takeuchi – Day 3, 03:00 goals for mission objective 2 fulfilled), then go into the reference library and search the album on the desk to get the photo from the old album (archive item 077) and complete the mission.

HARUMI YOMODA

(THE NEST/LEVEL ONE – DAY 3, 00:00)

● MISSION OBJECTIVE 1: ESCAPE FROM THE NEST.

Start off by Sight Jacking the nearby Shibito banging his hammer on the wall and while he is doing that, creep past the alley he occupies and go and get the Introduction to Hanuda (archive item 081) from the skip before crouching down next to it on the far side. The Shibito will stop what he's doing and come out of his alley, momentarily looking your way as you hide and then turning around and walking towards the bench near your starting position. When he does so, come out from behind the skip and head down the alley he occupied, crawling through the hole in the bottom of the fence at the end.

When you emerge, walk past Hayashi's house (which is all locked up), past the pile of pipes on the right and look for a hole in the bottom of the fence at the end of the passage on the left. Beyond this hole there is a Shibito dog, so Sight Jack it and if it appears 'stuck', shout to draw it out towards you. Even though you are crouched by the hole, it won't see you, so wait until it resumes its routine and when it is looking at the door, crawl in through the hole and pick up the diary written by Kajiro maid (archive item 083) from the ground before crawling back out.

Crawl through the other hole in the fence around the corner and go into Kondo's house. Unlock the back door from within – don't open it though, there's that dog Shibito outside, remember? (Tamon Takeuchi – Day 3, 03:00 goals for mission objective 2 fulfilled). There's nothing else to do in this house, so leave by the way you entered and then go and crawl through the hole in the fence around the corner. Climb onto the remains of the house and walk slowly towards the small cabinet. Examine the bag o' laughs (archive item 082) and you'll set it off, drawing the nearby Shibito towards it. Drop off the edge to the left and the Shibito will come towards the bag o' laughs straight ahead and slightly to the right – so when you see his torch beam, walk straight ahead (slowly so he doesn't hear you) and follow the passage around to the left before crawling through the hole in the fence.

Go through the next hole and before going through the next hole, Sight Jack the nearby dog Shibito patrolling around the river and when it starts starring at the light, go through and head down the slope towards the river. Run over the small wooden bridge and around to the clearing on the right. Look for a hole in the back fence and crawl through and you'll emerge in the butcher's yard. Go up the steps and head straight on towards route 333 to Harayadori to complete the mission.

HARUMI YOMODA

(THE NEST/LEVEL ONE – DAY 3, 00:00)

● MISSION OBJECTIVE 2: REACH CENTRAL INTERSECTION.

Carry out this mission in exactly the same way as you did the first, except that when you reach the butchers at the end, go through the door at the bottom of the steps and examine the alarm clock in the back room. Insert the batteries from the toy monkey and Sight Jack the Shibito starring at the wooden fence and patrolling the streets outside. Set the alarm clock for one minute later and then go back outside and hide behind the barrels underneath the steps.

When the alarm clock sounds, the Shibito from the streets will be drawn towards it, emerging from the door at the top of the steps and then heading down to the back room to investigate the noise. When he goes into the downstairs door, head up the steps and through the door before heading out onto the deserted streets, over the bridge and through the hole in the fence at the far end. Now simply walk towards the red light to complete the mission.

TAMON TAKEUCHI

(THE NEST/NEAR LEVEL 4 – DAY 3, 03:00)

● MISSION OBJECTIVE 1: ARRIVE AS KYOYA SUDA AT THE GATE TO THE NEST'S CORE.

Walk straight ahead and pick up the flashlight, then creep down the alley into Matsukawa's shop (going quietly so as not to alert the gun-toting Shibito at the end of the alley) and get the Aerial photo of Hanuda village (archive item 086) from the wall. Then go back up the alley and into the clothes shop and Sight Jack around the nearby Shibitos. You'll notice one looking at a poster with the phone number XX-4216 on it. Ring this number on the phone and the phone in Matsukawa's shop will ring, drawing the sniper out of position allowing you to creep down the alley past him.

Climb over the structure at the end of the passage and head past Hayashi's house (go quietly as there is a Shibito inside). Pick up the steel pipe from the ground in front of the large pipes in the alcove and then go and take out the Shibito in Hayashi's house (there is a dog-like one nearby also!).

Head down the alley past the pile of pipes and then climb over the structure at the far end. Once over the other side, climb the steps to trigger a cut-scene and you'll switch control to Kyoya Suda.

District nurse: Risa will pursue you relentlessly through the level. Keep clubbing her with the hammer to momentarily take her down…

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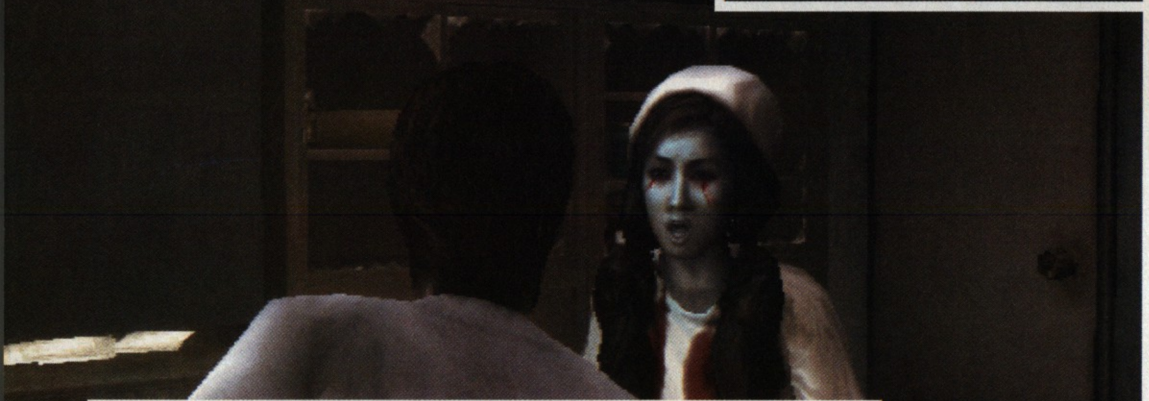
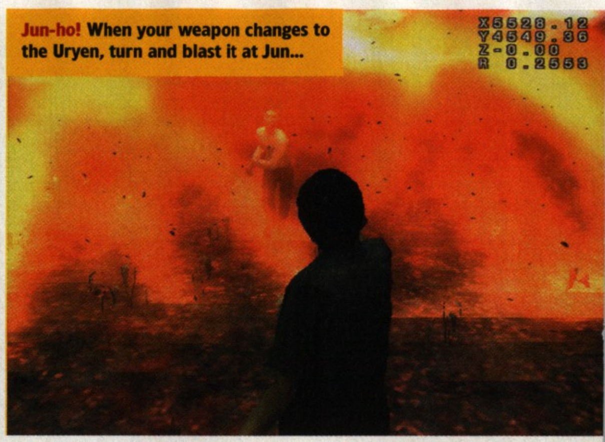


Jun-ho! When your weapon changes to the Uryen, turn and blast it at Jun…



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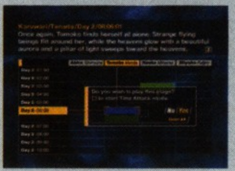
TIME FOR MORE?

Once you have completed all the scenarios you'll unlock Time Attack Mode. To access it, select your desired level from the Link Navigator screen and then press ⊗ to call up the level info. Then, when asked if you'd like to play the stage, press ◎ to play the level in Time Attack mode. Here's how it works…



1. Press ◎ when prompted on the stage select screen to play that level in Time Attack Mode.

2. You'll be shown the time to beat before the stage begins – they're outrageously long times and easily beaten!

3. When the level begins, the best times and a stop clock will appear on the screen. Now speed through the level.

4. Once the stage has been completed, your finishing time will be displayed, as will a message if you finish top.

Climb over the structure to the right of you and go into the scrap metal yard to get the floor jack. Climb back over the structure and use the floor jack to lift the pick-up truck before crawling underneath it. When you emerge, Sight Jack the nearby dog-like Shibito and when the coast is clear, climb over the structure, go right and then head up the steps to the water gate. Open the floodgates (Tamon Takeuchi – Day 3, 22:00 goals for mission objective 2 fulfilled) and then head down the slope, over the bridge and out to the clearing. Climb up into the cemetery area and take the hunting rifle from one of the graves and the "Brain Cell Revival" game (archive item 087) from the other (see 'Brain Gain'). Now drop back down from the cemetery and climb the structure leading into the Nest on the other side of the clearing. Now you must navigate your way through the Nest (not hard), shooting or avoiding all the dog-like Shibitos until a cut-scene signifies the end of the mission.

TAMON TAKEUCHI

(THE NEST/NEAR LEVEL 4 – DAY 3, 03:00)

● MISSION OBJECTIVE 2: PENETRATE THE GATE TO THE NEST'S CORE AS KYOYA SUDA

Start this mission objective exactly as you did the first, but once you have the steel pipe, climb up onto the structure opposite and slightly left of where you picked it up. You will wind up in the yard of Kondo's house, so head in through the door and open up the door to the toilet. Now head into the lounge and examine the stack of records next to the TV to get Ellie Higashi's vinyl record (archive item 085). Attach the needle to the record player and play a record, then go and hide in the toilet (close the door after you) until the gun-toting Shibito is drawn towards the sound. When he heads into the lounge, creep out the front door and climb onto the shed and head into the Nest. Keep going until play switches to Kyoya.

Play Kyoya's section in exactly the same way as you did last time round and after the new cut-scene at the end, avoid the blue lights and head towards the green cross to complete the mission.

TAMON TAKEUCHI

(THE NEST/NEAR LEVEL 3 – DAY 3, 22:00)

● MISSION OBJECTIVE 1: FIND CHARRED REMAINS.

Walk around the corner to trigger the cut-scene confronting you with a Shibito Naoko and then batter her repeatedly to take her down. Climb the structure in the far corner of the area where you encountered her and then go into the scrap material yard to get the special issue of Atlantis magazine (archive item 094) from the table. Go back out and then head a little way up the passage before stopping and shouting. The reason for this is to draw out a dog-like Shibito which you would otherwise have to fight simultaneously with the boss if you continue far enough down the alley to trigger the cut-scene. So take out the dog first, continue a short way to trigger the cut-scene and then concentrate purely on taking out the Shibito Reiko. Once she has been defeated, head down the other narrow passage until the cut-scene plays showing you how to get the burnt scrap of white coat (archive item 093) and finding the remains.

TAMON TAKEUCHI

(THE NEST/NEAR LEVEL 3 – DAY 3, 22:00)

● MISSION OBJECTIVE 2: REACH TAKEUCHI RESIDENCE.

Start the mission objective exactly as you did the first, but this time after you defeat the Shibito Reiko, she'll drop a cassette tape. Go back to the scrap material yard and head upstairs. Go to the window and drop the sign (sending it smashing through the floorboards outside) then go back out and drop down into the handy new exit it creates.

When you arrive at the sewers, knock down the dog-like Shibito and then Sight Jack the sniper on the bridge up above. When he is looking down at the ladder next to him, climb up the first ladder you come to and then hide in the shadows to the right at the top. When the sniper is looking down at the ladder next to him again, walk out onto the bridge and head left. The perspective should change to highlight a sign. Walk up to it and opt to tie the tape (not knock it over). Once you have done that, go back down the ladder you came up by and pull the tape at the bottom to knock the sign over. This will lure the sniper and the dog-like Shibito over to it, so run down to the next ladder and climb up while they are distracted. At the top, head left, climb up onto the structure and go through the door. Now simply head up the steps and the slope until you reach the Takeuchi house.

KYOYA SUDA

(INFERNO – DAY 3, 23:00)

● MISSION OBJECTIVE 1: DEFEAT DATATSUCHI.

Please note, when attempting this mission you may wish to try turning up the brightness on your television set! This mission takes place on an open plain with three stone pillars forming a triangle and Jun Kajiro lurking with intent brandishing a shotgun. When you start off, turn 90° to the right and Jun will appear from behind the pillar over there. The aim is to shoot him four times (not easy with Akira's hunting rifle) and you can either do this by picking him off from distance (be aware that he tends to run towards another pillar after you hit him once, cower behind it for a second or two and then emerge from either side to shoot you) or running straight towards the pillar over to the right he appears from, running slightly to the right side of it and then using it as cover.

From here you should be able to shoot Jun the required four times in quick succession – but watch his movements as he tends to side-step left or right after getting hit, so track him in your sights and shoot him before he shoots you.

The only problem with this method, as you'll soon discover, is that it is best to be as far away from him as possible when you inflict the fourth shot because he will then draw the Homuranagi sword and come running at you. About turn and run away and keep running until the cut-scene

Mana frail: Use the Mana stone to locate Datatsushi, then spike him!

shows your weapon changing to the Uryen shield. When this happens, turn 180° and launch it at him (hole R1 and press ⊗) and with any luck, it should hit Jun as he's charging towards you.

After the cut-scene, pick up the Homuranagi sword (archive item 096) and after the next cut-scene, Sight Jack the invisible Datatsushi, which will be hovering above you in the field (note that when you Sight Jack the Datatsushi, Miyako will be visible from its POV standing beside you!). Using the Sight Jack method, try and gauge where the Datatsushi is and then leave Sight Jack mode, turn to face it as it closes in and then fire the Uryen at it. If the Datatsushi catches you, frantically press the four face buttons to wriggle free, then run away and repeat. Once you have hit the Datatsushi three times it will die and you'll get the standard ending.

KYOYA SUDA

(INFERNO – DAY 3, 23:00)

● MISSION OBJECTIVE 2: DECAPITATE DATATSUSHI.

Defeat Jun Kajiro in exactly the same way as before and when you are facing the Datatsushi, equip the Homuranagi sword and Sight Jack it. This time pay closer attention to Miyako when in Sight Jack Mode. You'll notice that she is pointing towards something. Run in the direction she is pointing (keep Sight Jacking again to check the direction) and you'll eventually come across a strange pyramid – the Mana Stone. Stand up close to this pyramid and you'll see it's reflective – especially handy seeing as it picks up the reflection of Datatsushi!

Sight Jack Datatsushi to check its position and when you see its reflection on the side of the pyramid, quickly turn to face it and stab it with your sword. Keep repeating this and after eight strikes, a cut-scene will show you decapitating the Datatsushi and the good ending will unfold... ■

KEY CUTTING

Most stages contain 'keys' – tasks you perform in order to unlock additional goals for other characters later in the game. Once a level has been completed you can go back to it and get a hint at the start as to what you have to do to unlock the key, but to save you the trouble of guessing, here's those keys in full. They're in no particular order and some keys are only unlockable in a character's second mission – which in itself needs a key task performing to unlock – but use the following as a check-list and you'll be well on the way to completing everything!

LEVEL	MISSION	KEY	UNLOCKS
Kyoya Suda (Day 1, 02:00)	1 or 2	Get storeroom key from phone outside Tabacconist	Kyoya Suda – Day 2, 01:00 goals for mission objective 2
Tamon Takeuchi (Day 1, 02:00)	1	Put radio down well and shoot investigating Shibito	Akira Shimura – Day 1, 16:00 goals for mission objective 2
Tamon Takeuchi (Day 1, 02:00)	2	Unlock pipe in river and turn valve	Kei Makino – Day 3, 12:00 goals for mission objective 2
Kei Makino (Day 1, 05:00)	1 or 2	Use the code from the tape recorder to get the rope from the shed	Kei Makino – Day 3, 12:00 goals for mission objective 2
Kei Makino (Day 1, 05:00)	1 or 2	Place the wet face towel in the cafeteria freezer	Shiro Miyata – Day 1, 07:00 goals for mission objective 2
Kyoya Suda (Day 1, 08:00)	1 or 2	Push the stone marker	Reiko Takato – Day 1, 23:00 goals for mission objective 2
Kyoya Suda (Day 1, 08:00)	1 or 2	Get the screwdriver near the abandoned car	Kyoya Suda – Day 2, 01:00 goals for mission objective 2
Akira Shimura (Day 1, 08:00)	1 or 2	Pull the point switch in shaft no5 east	Naoko Mihama – Day 1, 19:00 goals for mission objective 2
Akira Shimura (Day 1, 08:00)	1 or 2	Push the stone marker through the gate up shaft no5 east	Reiko Takato – Day 1, 23:00 goals for mission objective 2
Kei Makino (Day 1, 12:00)	1	Use the fertility stone to smash the lock on the small shrine	Tamon Takeuchi – Day 1, 20:00 goals for mission objective 2
Reiko Takato (Day 1, 23:00	1 or 2	Pick up the cassette tape from the floor of the abandoned car	Tamon Takeuchi – Day 3, 22:00 goals for mission objective 2
Kei Makino (Day 1, 12:00)	1 or 2	Hide Tomoko at the small shrine to get a key	Tomoko Maeda – Day 1, 17:00 goals for mission objective 2
Risa Onda (Day 1, 04:00)	1 or 2	Push the stone marker under the floor in the kitchen	Reiko Takato – Day 1, 23:00 goal for mission objective 2
Risa Onda (Day 1, 04:00)	1 or 2	Pick up the key next to the dog house	Kei Makino – Day 3, 16:00 goals for mission objective 2
Shiro Miyata (Day 1, 07:00)	1 or 2	Get the hammer from the skip next to cafeteria	Kei Makino – Day 3, 16:00 goals for mission objective 2
Shiro Miyata (Day 1, 07:00)	1 or 2	Send Risa into Rokkaku's house	Kyoya Suda – Day 2, 20:00 goals for mission objective 2
Naoko Mihama (Day, 19:00)	1 or 2	Get the library card form the bag in shaft no3 east	Naoko Mihama – Day 1, 22:00 goals for mission objective 2
Reiko Takato (Day 1, 02:00)	1 or 2	Hide Harumi in the closet in the 1-2 grade classroom and go to faculty room	Reiko Takato – Day 1, 23:00 goals for mission objective 2
Kyoya Suda (Day 2, 01:00)	1 or 2	Lead Miyako into the storeroom you unlock	Harumi Yomoda – Day 2, 15:00 goals for mission objective 2
Kyoya Suda (Day 2, 01:00)	1 or 2	Unlock the storage shed and get the Sake bottle	Kyoya Suda – Day 2, 07:00 goals for mission objective 2
Shiro Miyata (Day 1, 03:00)	2	Push over the stone marker down the steps from the bridge	Reiko Takato – Day 1, 23:00 goals for mission objective 2
Kyoya Suda (Day 1, 08:00)	2	Turn the valve at the floodgates	Tomoko Maeda – Day 2, 06:00 goals for mission objective 2
Akira Shimura (Day 1, 16:00)	1 or 2	Hide Yoriko in Kawasaki's house	Kyoya Suda – Day 2, 20:00 goals for mission objective 2
Reiko Takato (Day 1, 23:00)	1 or 2	Get in the abandoned car and release the handbrake	Tomoko Maeda – Day 2, 06:00 goals for mission objective 2
Reiko Takato (Day 1, 23:00)	2	Light the lanterns in order (D, A, B, C)	Kyoya Suda – Day 3, 23:00 goals for mission objective 2
Tamon Takeuchi (Day 2, 10:00)	1 or 2	Get the hose from the small shrine	Tamon Takeuchi – Day 2, 18:00 goals for mission objective 2
Tamon Takeuchi (Day 1, 20:00)	1 or 2	Hide Yoriko in the stone cave	Kyoya Suda – Day 2, 20:00 goals for mission objective 2
Risa Onda (Day 1, 22:00)	1 or 2	Open the garbage chute in the courtyard	Shiro Miyata – Day 2, 00:00 Goals for mission objective 2
Tomoko Maeda (Day 2, 06:00)	1 or 2	Take the Toy Monkey from the gravestone	Harumi Yomoda – Day 3, 00:00 goals for mission objective 2
Harumi Yomoda (Day 2, 15:00)	1 or 2	Pick up the Toy Monkey from Tomoko's room	Harumi Yomoda – Day 3, 00:00 goals for mission objective 2
Kyoya Suda (Day 2, 07:00)	2	Get the gun from the cop Shibito	Kyoya Suda – Day 2, 20:00 goals for mission objective 2
Shiro Miyata (Day 2, 00:00)	1 or 2	Get the stake from the mortuary	Kei Makino – Day 3, 16:00 goals for mission objective 2
Shiro Miyata (Day 2, 00:00)	1 or 2	Unlock the door to the 2F men's toilet	Tamon Takeuchi – Day 2, 18:00 goals for mission objective 2
Tamon Takeuchi (Day 2, 18:00)	2	Get the record player needle	Tamon Takeuchi – Day 3, 03:00 goals for mission objective 2
Harumi Yomoda (Day 3, 00:00)	1 or 2	Unlock back door to Kondo's house	Tamon Takeuchi – Day 3, 03:00 goals for mission objective 2
Tamon Takeuchi (Day 3, 03:00)	1 or 2	Open the floodgates	Tamon Takeuchi – Day 3, 22:00 goals for mission objective 2

I had a lovely time last night, Hoody...

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THIS MONTH...

P102 ACTION REPLAY/XPLODER
A huge collection of cheat disc codes that'll probably make you cry when you get crushed under the weight of them.

P116 THE HELPING HAND
The place to come if you've got a specific game question and, if we're being honest, no other mag can answer it.

P120 FINGER TIP
Everything Or Nothing. The Bond game that won't die gets the treatment it deserves from The Thrusting Digit.

P128 HAVE YOU SEEN THIS IN...
... *Hitman Contracts*. Put people to 'sleep' in the bogs. And stick it to annoying animals. It's all in our must-see special.

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A TO Z

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BLAZE

Send your Top Five* into us at Cheatzone and the best one every month will receive a Region Free Disc from Blaze, allowing you to play US and Japanese DVDs on your UK PS2! Just use the form on p101.

* What are you top five platformers? Top five shoot-'em-up's? Top five science fiction films? Top five TV programmes? Top five cakes? Most amusing and inventive entry every month wins the Region Free Disc!

Welcome to the all-new A to Z. Contained within the next 20 pages are over 12,000 cheat codes for your favourite PS2 games. That's one big list. As our very own Steve knows all too well, having compiled it using only matchsticks, marbles and pure, simple love. Still, as we like tell him, you can't whack a good list – which is why, as you scour the following pages, you'll also notice a few extra lists. Lists featuring your favourite TV personalities. Or foods. Or episodes of *Will and Grace*. (*No, Tim. No we won't be doing that* – The Team.) Feel free to send us your own...

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AHA MR BOND...

007 NIGHTFIRE

FOR YOUR EYES ONLY. AND OTHER PREDICTABLE LINES.

Now pay attention 007, here are the latest codes from 'Q' branch that'll unlock a wealth of secret extras for your pleasure...

DRIVE A SHELBY COBRA

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press →, →, ←, ←, ↑, then release L1. You can now use the Shelby Cobra from the 'Paris Prelude' level in the race through the Alps.

BONUS RACE

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press ○, ○, □, □, ✕, then release L1.

DRIVE AN SUV

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press □, ○, △, □, △, then release L1.

BONUS RACE IN ALPS

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press ○, ○, □, □, △, then release L1.

FRANTIC RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START, then hold L1 and press □, △, ○, □, △, ○, then release L1.

BERSERK RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, △, □, △, ○, then release L1.

TRAILS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, ○, ○, □, then release L1.

DOUBLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press □, △, ○, □, □, then release L1.

TRIPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, then release L1.

QUADRUPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, □, then release L1.

SUPER BULLETS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press ○, ○, ○, ○, then release L1.

CHEAT MODE

For the following codes, select the 'Codenames' option at the Main Menu. Select your character, then enter one of the following codes at the 'Secret Unlocks' screen. Save your Codename after entering the code then exit and begin play.

Level select	PASSPORT
Alpine Escape level	POWDER
Chain Reaction level	MELTDOWN
Countdown level	BLASTOFF
Deep Descent level	AQUA
Double Cross level	BONSAI
Enemies Vanquished level	TRACTION
Equinox level	VACUUM
Island Infiltration level	PARADISE
Nightshift level	HIGHRISE
Phoenix Fire level	FLAME
All gadget upgrades	Q LAB
Bigger clip for sniper rifle	MAGAZINE
Rifle scope upgrade	SCOPE
Camera upgrade	SHUTTER
Decrypter upgrade	SESAME
P2K upgrade	P2000
Golden P2K	AU P2K
Golden PP7	AU PP7
Grapple upgrade	LIFTOFF
Laser upgrade	PHOTON
Stunner upgrade	ZAP
Tranquilizer dart upgrade	SLEEPY
Vanquish car missile upgrade	LAUNCH
All multi-player options	GAMEROOM
Multi-player mode Assassination option	TARGET
Multi-player Demolition option	TNT
Multi-player mode Explosive Scenery option	BOOM
Multi-player mode GoldenEye Strike option	ORBIT
Multi-player mode Protection option	GUARDIAN
Multi-player mode	TEAM
King Of The Hill option	TEAMWORK
Multi-player mode Uplink option	TRANSMIT
Multi-player mode all characters	PARTY

0–9

007: AGENT UNDER FIRE

You'll need to play the game on 00 Agent difficulty to be awarded medals. You can get either gold or platinum medals which offer different bonuses.

GOLD

Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

PLATINUM

MP Map: Rocket
MP Game Mode: Golden Golden
MP Model: Stealth Bond
MP Power-Up: Gravity Boots
MP Model: Guard
MP Weapon: Viper
MP Model:
Alpine Guard
MP Weapon: Calypso
MP Weapon:
Full Arsenal
MP Model:
Cyclops Oil Guard
MP Model:
Poseidon Guard
MP Model: Carrier

A IS FOR...

ACE COMBAT 4: DISTANT THUNDER

We can't help you get through the game straight away – you will need to get through and complete the whole game in Normal Mode before reading on. Now, load up your game and go to the Main Menu. You will see there is a new Game Mode called Expert Mode. Complete this and you will open the hardest setting of them all – Ace Mode.

AGGRESSIVE INLINE

Go to the Cheats screen in the Options menu and then type the codes in on the keyboard. The directions refer to the arrows on the bottom row.

INVULNERABILITY

K, H, U, F, U

ELEVATOR WALLRIDES

↑, ↓, ↑, ↓, ←, →, ←, →, A, B, A, B, S

HAVE ALL KEYS

B, A, K, A, B, A, K, A

PERFECT GRINDS

B, I, G, U, P, Y, A, S, E, L, F

PERFECT HANDPLANTS

J, U, S, T, I, N, B, A, I, L, E, Y

PERFECT MANUAL BALANCE

Q, U, E, Z, D, O, N, T, S, L, E, E, P

SUPER SPIN

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

UNLOCK ALL CHARACTERS

↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

UNLOCK ALL LEVELS, PARK EDITOR THEMES

↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

UNLOCK LEVEL KEYS

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

AIRBLADE

MASTER CODE

Select to play Story Mode then, on the level select screen, press ↑, ↓, ↑, ↓, L1, L2, R2, R1, SELECT + ✕. If the cheat has worked, you'll hear a sound and all levels, characters and bonuses will instantly be unlocked.

GOD MODE

START, □, ○, △+✕, □, ○, START

ALL LEVELS OPEN

START, □, ○, △ + □, □, ○, START

NO CLIPS

START, □, ○, □+○, □, ○, START

ALIENS VERSUS PREDATOR: EXTINCTION

UNLOCK CHEATS

Pause during gameplay and press: R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1. A Cheats menu can now be accessed by selecting Options at the pause screen. The following cheats are available:

Toggle Unit Spying
Gimme $10000
Player Invulnerable
Clear Fog Of War
Cheat Win
Show LZ's
Enable All Levels

AMPLITUDE

All codes are inputted whilst a song is playing.

BLURRY VISION

R3 (click right analogue stick in) four times, then L3 (the left analogue stick) four times, and then R3 one more time.

MONKEY GEMS

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘

CHANGE THE NOTE POSITIONS

✕, ✕, ←, ←, ↘, ↘, →, →

TRANSPARENT PANELS

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(takes effect in the next game you start)

TUNNEL/TEMPEST MODE

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(input code once for Tunnel, twice for Tempest)

SECRET SONG

To unlock the 26th song in the game (Spaztic by Cosmonaut Zero), you must first beat all 25 songs on Insane difficulty.

ARCTIC THUNDER

Enter the following cheat codes at the Mode Select Menu but remember that they are not effective in Arcade and Points Modes.

No drones
□, □, ○, ○, L1, R1
Catchup
○, □, ○, ○, □, START
Snowball power-ups
□, □, □, L1, ○, START
Grappling hook
○, ○, L2, ○, ○, L1, START
Rooster power-ups
R1, R2, L2, L1, □, START
Snowbomb power-ups
○, ○, R1, R2, START
Boost power-ups
○, R1, R1, ○, R2, START
Random power-ups
R1, R2, □, ○, R1, R2

ARMORED CORE 3

DROP PARTS

Press and hold down L1, L2, R1, R2 and △ together to drop your right arm weapon, inside parts and back unit.
Press and hold down L1, L2, R1, R2 and L3 together to drop your extension parts.
Press and hold down L1, L2, R1, R2 and ○ together to drop your left arm weapon.

GAIN ENEMY EMBLEMS

Press START and SELECT while viewing a defeated AC at the victory screen. An audio note will verify that you've acquired the relevant emblem.

FIRST PERSON VIEW

Insert a memory card with saved game files from Armored Core 2 or *Armored Core 2: Another Age* and use it to save your current progress in *Armored Core 3*. Resume your game and press START to pause. Now press L1, R2, ✕, □ and the D-Pad to reveal the first person view at the point of pausing. Normal viewpoint returns when the game is unpaused.

ARMY MEN: RTS

There are a whole host of cheats available to boost your plastic platoon's chances of survival. You can enter them at any time during play, just make sure you hold down the R2 button first.

Different Colours
□, △, □, □, ✕, ○
Drop Paratroopers
○, □, ○, □, △, △
Get 5000 Plastic
△, ○, □, ✕, △, □
More From Dumptrucks
□, □, □, △, ○, ✕
Get 2000 Plastic
△, □, ○, ✕, △, ✕
Super soldiers
□, □, ✕, △, ✕, □
Super enemies
△, △, ✕, □, △, △
2000 Electricity
△, □, ○, ✕, △, ✕
5000 Plastic
△, ○, □, ✕, △, □
Paratroopers
○, □, ○, □, △, △
Extra dump truck resources
□, □, □, △, ○, ✕
Green army is blue
□, △, □, □, ✕, ○
Tan army is green
△, △, ✕, □, △, △
Kill your soldiers
□, △, ←, ←, △, □

TOP 5

BIG 'HITS'

Assassinations. Rubbing out. Hanging the laundry out to dry. Historical hits 47 would be proud of...

1. JFK
Square-jawed housewives' favourite Kennedy got one in the head as he waved to crowds in Dallas. Weirdo loner Lee Harvey Oswald got the blame despite plainly not doing it, and then got plugged himself by a guy called Jack Ruby, who did it to spare JFK's missus, Jackie, a long, drawn out trial. Er, right. The fact Ruby had connections to the mafia didn't have anything to do with it.

2. LUTHER KING
If JFK's death whiffed of a cover up, Martin Luther King's stank like a month-old rat who's been crawling around the sewer in soiled pants. What's certain is that he was killed by a sniper. What's not so certain is whether James Earl Ray killed him. Especially as he had no experience of firing a gun, and the bullet from 'his' rifle and the bullet in Luther King's body didn't match up.

3. JULIUS CAESAR
Stabbed. In the back. By his mates.

4. UMBRELLA MAN
Communist defector Georgi Markov got a poisoned dart in his leg on Waterloo Bridge. Dead in four days.

5. TUPAC SHAKUR
Rappers Tupac and Biggie Smalls were the victims of an east coast/ west coast rivalry that got out of hand. Or, if you're into conspiracies, they were both shot by their boss.

ATV OFFROAD FURY 2

Ease the fury and enjoy the drive of your life (probably) with these filthy cheats. Select the 'Profile Editor' option at the Main Menu, then select 'Unlock Items'. Now simply go to 'Cheat Codes' and whack in these dirty delights...

Master code
IGIVEUP
All ATVs
SHOWROOM
All games
GAMEON
All tracks
TRLBLAZR
All equipment
THREADS
All championship events
GOLDCUPS
Disable wrecks
FLYPAPER
1000 profile points
GIMMEPTS
San Jacinto Isles
GABRIEL
Aggressive CPU ATVs
EATDIRT

ALL TRACKS

Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

EXPERT MODE

Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play the CPU AI noticably enhanced.

ATV QUAD POWER RACING 2

Start a new profile and enter the following codes at the 'Name Your Rider' screen.

All riders
BUBBA
All Vehicles
GENERALLEE
All tracks
ROADKILL
Maxxed Out Skill
FIDDLERSELBOW
Maxxed Out Stats
GINGHAM
All Championships
REDROOSTER
All Challenge
DOUBLEBARREL

B IS FOR...

BACKYARD WRESTLING: DON'T TRY THIS AT HOME

UNLOCK ALL MOVIES AND FIGHTERS

At the main menu, hold L1 and press ✕, □, △, ○, ✕, □, △, ○.

UNLOCK DAMEON REDD
Complete Talk Show Mode as any wrestler, then win the Meatlocker Mash in Talk Show mode as JCW's Evil Dead.

UNLOCK EL DRUNKO
Complete talk show mode as any wrestler, then win Truckstop Turmoil in Talk Show Mode as Karnage.

UNLOCK MADROX
Complete Talk Show Mode as any wrestler, then win Club Beatdown in Talk Show Mode as Sabu.

UNLOCK MAD MAN PONDO
Complete Talk Show Mode as any wrestler.

UNLOCK MASKED HORN DOG
Complete Talk Show Mode as any wrestler, then win Backyard Bedlam in Talk Show Mode as Masked Mike.

UNLOCK SALLY
Complete Talk Show Mode as any wrestler, then win the Mansion in Talk Show Mode as Violent J.

UNLOCK TOM DUB
Complete Talk Show Mode as Mad Man Pondo.

UNLOCK TYLENE BUCK
Complete Talk Show Mode as any wrestler, then win the Mall in Talk Show Mode as Shaggy 2 Dope.

BAD BOYS 2

CHEAT MENU

At the title (Press Start) screen, press ○, ↑, □, △, →, ↓. The sound of a gunshot confirms correct entry. The cheats can be accessed from the 'Police HQ' Menu and can only be used when playing a 'Quick Game'.

BALDUR'S GATE: DARK ALLIANCE

UNLOCK CHEAT MENU

At any during play, press R2+L1 + ← + △ then press t. If the cheat has worked, a cheat menu that features Invincibility and Level Warp options will be unlocked.

SUPER CHARACTER

During play, press R2 + L1 + ← + △ then press R3 (press the right analogue stick inwards.) Your character will jump to level 20 and have access to all feats. They'll also have level one feats on all class-dependant feats and 75,000 gold.

UNLOCKABLE EXTRAS

Beat the game on any difficulty level to unlock the Gauntlet level. Complete it to unlock the Extreme difficulty setting, then complete the game on that to unlock Drizzt as a playable character.

BALDUR'S GATE: DARK ALLIANCE 2

CHEAT MENU

Begin a game and hold L1,R1,△,○,✕,□ and press START. A cheat menu should appear with Level Warp and Invulnerability options.

CHEEKY EXTRAS

Begin a game and hold L1 + R1 + △ + ○ + ✕ + □ and press L2. This levels your character to Level 10, gives them 45 feat points and 500,000 gold.

EXTREME MODE

Complete the game on any difficulty setting to unlock the Extreme Mode.

UNLOCK DRIZZT DO'URDEN

Complete the game on any difficulty setting. Drizzt can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing ↓.

UNLOCK ARTEMIS ENTRERI

Complete the game on the Extreme difficulty setting. Artemis can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing ↓, ↓.

BATTLE ENGINE AQUILA

To activate the following codes, you must start a new game and then enter the codes as case-sensitive names. You can enter multiple codes simply by stringing the codes together in one long name.

Level select
!EVAH!
Invincibility
B4K42
All bonuses
105770Y2

BIG MUTHA TRUCKERS

MASTER CODE

Enter either CHEATING-MUTHATRUCKER or ATJCEHJMJ as a code in the Options screen and all cheats and the Evil Truck will be unlocked. If you choose to have the Automatic Sat Nav, it will always take you to where you will get the best price, but you will not be able to race against the other truckers.

TRUCKIN' CHEATS

Feel guilty about swindling Ma out of her business by using the Master Code? Then enter any of these as codes on the Options screen to unlock everything one by one.

Evil truck
VARLEY
Fast truck
GINGERBEER
$10 million
LOTSAMONEY
Level select
LAZYPLAYER
Unlimited time
PUBLICTRANSPORT
Disable damage
6WL
Automatic Sat Nav
USETHEFORCE
Diplomatic immunity
VICTORS
Small pedestrians
DAISHI

BLACK & BRUISED

Select the Cheat Codes option from the Setup Menu and enter any of the following codes:

INTERCONTINENTAL MODE

START, ✕x3, ○x3, □x3, START

ALL BOXERS

START, ✕, ○, □, □, R1, R1, □, ○, ✕, START

SCRAP YARD SCENE

START, ○, R1, ○, R1, ✕, ✕, START

INVULNERABILITY FOR BOXER 1

(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ✕, ✕, ○, ○, R1, R1, □, □, START

DOUBLE SPEED

START, R1x10, START

CONSTANT POWER-UP FOR BOXER 1

(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ✕, ○, ✕, ○, ✕, ○, □x3, START

BLADE II

MAIN MENU CHEATS

The following codes must be entered on the Main Menu before starting a game. If the code has worked a message will appear in the top-left corner of the screen.

Level select
(Hold L1 and press)
↓, ↑, ←, ←, ○, →, ↓, □

All weapons
(Hold L1 and press)
□, ○, ↓, ←, ○, ○, △

Daywalker difficulty
(Hold L1 and press)
←, ○, ↑, ↓, □, ○, ✕

BLOODRAYNE

Enter the following codes at the Cheat Menu. A message appears to confirm correct code entry. Once entered, the cheat options must be activated in the Pause Menu.

Unlock God Mode
TRIASSASSINDONTDIE

Unlock Time Factor
NAKEDNASTYDISHWASHERDANCE

Unlock Restore Health
LAMEYANKEEDONTFEED

Unlock Fill Bloodlust
ANGRYXXXINSANEHOOKER

SPEED KING

BURNOUT 2: POINT OF IMPACT

HOW TO GET HOLD OF THE HOTTEST CARS...

The cheats for this game, until we hear otherwise, are unlocked by completing various modes in the main game. When you eventually unlock a cheat, you'll be able to access it via a new 'Cheat Mode' option that will appear in the main Options Menu. Here are the delights that you can uncover by racing well and meeting the criteria...

INVULNERABILITY

Win all gold medals in Grand Prix Championship Mode.

RUNAWAY

Win all gold medals in Crash Mode.

FACE OFF

Win all the Face Offs in the first championship.

1997 ECLIPSE CAR

Complete the Custom Championship twice and get the top score in all races.

CUSTOM CHAMPIONSHIP

Get all gold medals in the first championship.

2001 FOCUS SVT CAR

Complete the Custom Championship twice and get the top score in all races.

CLASSIC 1970 CAR

Win Pursuit 2 by destroying the classic 1970 car with the police car.

DRIVERS ED CAR

Complete Driving 101 with all gold medals.

OVAL RACER CAR

Win Face-Off 2 against the Oval Racer.

POLICE CAR

Win Pursuit 1 by destroying the criminal's car before it gets away.

TWO-PLAYER PURSUIT

Successfully complete Pursuit 3.

Unlock Secret Louisiana Level
BRIMSTONEINTHEBAYOU

Unlock Gratuitous Dismemberment
INSANEGIBSMODEGOOD

Unlock Juggy Mode
JUGGYDANCESQUAD

LEVEL SELECT

Enter ONTHELEVEL at the Cheat Menu. Return to the Main Menu and highlight 'New'. Hold SELECT and press START to bring up the Level Select Menu. The secret Louisiana level can be accessed by selecting 'LA_HILL'

BLOODY ROAR 3

GALLERY PICTURES

Successfully complete Arcade Mode with the various characters to add their pictures to the Gallery.

SUDDEN DEATH MODE

Survive nine fights in Survival Mode to unlock Sudden Death in Survival Mode. In this mode it's one-hit kills!

SUPER DIFFICULTY

Complete Acrade Mode without using any continues to unlock the Super Difficulty. In this mode, the CPU is set to the highest difficulty imaginable.

NO BLOCKING

Get the highest score in Arcade Mode to unlock the No Blocking Mode. In this mode, you and your opponent cannot guard against attacks.

LOW SPEED

Obtain a ranking with every character in Acrade Mode to unlock Low Speed Mode. In this mode, all moves and throws are executed at half the speed.

HIGH SPEED MODE

Win 100 battles in Survival Mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

ONE-HIT KNOCKDOWNS

Place first in Sudden Death Mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus Modes.

HYPER BEAST MODE

Win ten fights with a single character in Arcade Mode and record your name to unlock Hyper Beast Mode. In this mode, both you and your opponent are permenantly in beast form.

ONE FALL MODE

Win 20 rounds with a single character in Survival Mode to unlock One Fall Mode. In this mode, the first fighter to be knocked down is the loser so you'd better get in there first.

BMX XXX

It's not big, it's not clever, but if you want to reveal even more in this nork-tacular bike game, then enter any of the following codes in the Cheat Menu.

Level select
XXX RATED CHEAT
Stage select
MASS HYSTERIA
Play as Amish Boy
ELECTRICITYBAD
All bikes
65 SWEET RIDES
Hellkitty's bikes
HELLKITTY487
Itchi's bikes
ITCHI594
Joyride's bikes
JOYRIDE18
Karma's bikes
KARMA311
La'tey's bikes
LATEY411
Manuel's bikes
MANUEL415
Mika's bikes
MIKA362436
Nutter's bikes
NUTTER290
Rave's bikes
RAVE10
Skeeter's bikes
SKEETER666
Tripledub's bikes
TRIPLEDUB922
Twan's bikes
TWAN18
Launch Pad 69 level
SHOWMETHEMONKEY
Rampage Skatepark level
IOWARULES
The Dam level
THATDAMLEVEL
Las Vegas level
SHOWMETHEMONEY
Roots level
UNDERGROUND
Sheep Hills level
BAABAA
Syracuse level
BOYBANDSSUCK
Night Vision Mode
3RD SOG
Happy Bunny Mode
FLUFFYBUNNY
Ghost Control Mode
GHOSTCONTROL
Super Crash Mode
HEAVYPETTING
Green Skin Mode
MAKEMEANGRY
Visible Gap Mode
PARABOLIC
All FMV sequences
CHAMPAGNE ROOM
Bonus Movie 1 sequence
THISISBMXX
Bonus Movie 2 sequence
KEEPITDIRTY
Dam 1 FMV sequence
BOING
Final Movie FMV sequence
DDUULRRLDRSQUARE
Las Vegas 1 FMV sequence
HIGHBEAMS
Las Vegas 2 FMV sequence
TASSLE
Launch Pad 69 1 FMV sequence
iflungpoo
Launch Pad 69 2 FMV sequence
PEACH
Rampage Skatepark 2 FMV sequence
BURLESQUE
Sheep Hills 1 FMV sequence
ONEDOLLAR
Sheep Hills 2 FMV sequence
69
Syracuse 1 FMV sequence
FUZZYKITTY
Syracuse 2 FMV sequence
MICHAELHUNT
The Bronx, NYC 1 FMV sequence
LAPDANCE
The Bronx, NYC 2 FMV sequence
STRIPTEASE
UGP Roots Jam 2 FMV sequence
BOOTYCALL
Park editor
BULLETPOINT

BRITNEY'S DANCE BEAT

UNLOCK THAT MUSIC VIDEO

Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around high school in a temperature-souring uniform, would it? No, it certainly wouldn't. To unlock this desirable extra, simply acquire 9999 points in Audition Mode. Now sit back, relax and enjoy the view!

BURNOUT

EXTRA MODES

Completing championships has the effect of opening up new modes.

Journeyman GP
Face Off 1
Big Run GP
Face Off 2, Survival, Free Run
Savage Streets GP
Face Off 3
USA Marathon
Face Off 4

C IS FOR...

CAPCOM VS SNK 2

UNLOCK SHIN AKUMA AND ULTIMATE RUGAL

You have to beat these fighters in Arcade Mode. You'll need to fight well as you'll only meet them if you're on top form. Play SNK groove to get Shin Akuma and Capcom to get Ultimate Rugal.

GROOVE EDIT MODE

Defeat either Rugal or Akuma in Arcade Mode.

CHAMPIONS OF NORRATH

LEVEL-UP, GOLD AND POINTS

Begin a game and hold L1 + R2 + △ + R3. This levels your character up to Level 20, gives them 75,000 gold and 999 ability points.

CHAOS LEGION

Finish the game on any difficulty setting to unlock the following:
Liv Special PV (a short film about the making of the theme song)
Extra playable character – Arcia
Total Results menu

Finish the game on Normal to unlock Hard difficulty, and finish it on Hard to unlock Super Mode.

CLOCK TOWER 3

VIEW FMV SEQUENCES

Like any movie you want to watch it over and over again. You need to unlock the Cinema Theatre Mode. All you have to do is complete the game then go to the Main Menu and you'll see the Cinema Theatre option. Then press R1 and you can view the artwork.

ALTERNATE COSTUMES

Alyssa looks nice in her school uniform. But it's a bit boring, right? A bit more Tatu, maybe. So what you want is a wardrobe of alternative costumes. So, finish the game then load a saved game and you'll have a key in your inventory which can be used to open the wardrobe in Alyssa's room. Now you really can dress to impress.

CLEAR MODE

Clock Tower 3 is a tough game, no question about that. For the masochistic among you, it's not quite tough enough. So it's a good job, then, that once you've completed the game, you can access the Clear Mode, which is harder still and offers tougher, faster enemies and an Alyssa who panics at the merest drop of a hat. Nice.

CONFLICT: DESERT STORM 2

EXTREME MODE

Successfully complete the game under the hard difficulty setting to unlock the extreme difficulty setting.

CONTRA: SHATTERED SOLDIER

EXTRA LIVES

During the title screen, press ↑, ↑, ↓, ↓, L1, R1, L2, R2, L3, R3 on controller two. If the cheat has worked you will hear a sound and your first credit upon starting a new game will be worth 30 lives (the credits thereafter take you back to the default number of lives though).

EXTRAS

There are a whole host of extra missions and eggs to unlock in the game by performing well. Here's what you can unlock and how...

Level 5 (training)
Complete level five on the Normal difficulty setting.
Level 6
Complete level five with an 'A' rank.
Level 6 (training)
Complete level six during the normal game.
Level 7
Complete level six with an 'A' rank.
Level 7 (training)
Complete level seven during the normal game.
Final Boss battle (training)
Defeat the final Boss during the normal game mode.
Gallery option
Complete the game with an 'A' rank.
Database option
Complete the game with a 'B' or 'C' rank.
Theatre option
Complete the game under the Normal difficulty setting once.
Satellite Weapon
Complete level five with a 'B' or 'C' rank.
Return
Complete level seven up to the credits with an 'A' rank.
Triumphant Return
Complete level seven including after the credits with an 'A' rank.
Contra Vs Puppy
Complete the game with an 'S' rank.
In-game reset Hold L1 + L2 + R1 + R2 + START + SELECT during play to return to the Main Menu.

CRAZY TAXI

On the Character Select Screen, hold L1 + R1, then release L1 and then R1. Hold L1 + R1 again and then release both simultaneously before finally pressing ⊗. If the code has worked you will hear the sound of a bicycle bell and whichever chartacter you choose, they will start the game riding a bike instead of driving a taxi. Crazy! It does say so on the disc so don't be too shocked...

EXPERT MODE

At the Main Menu, press and hold L1 + R1 + START. Continue to hold these buttons until the Character Select Screen appears, then press ⊗ to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

ANOTHER DAY MODE

Press R1 on the Character Select Screen and then release it. Then hold R1 again and press ⊗. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered. To unlock the Crazy Bike mode in Another Day, go to the character select screen and press R1 + L1, R1 + L1, R1 + L1, R1, R1 + ⊗.

D IS FOR...

DANCING STAGE MEGAMIX

UNLOCK ALL BONUSES

Select Game Mode and then Single Play. Now hold w to return to the Main Menu. The game is fooled into thinking that you've played three songs. Repeat this process until Records Menu, Training Mode, Edit Mode and the Max 300 hidden tune are all unlocked.

DARK CHRONICLE

EASY CASH

There are a number of loopholes to exploit if you want a lot of cash in a short period of time – here a few choice methods.

Get Max to equip the Lure Rod (invented by photographing Fish, River, and the Lafrescia Stem), and any lure, but make sure you have another one of the same lure in your inventory. Now equip the extra lure, and a noise should confirm you have two lures on the Rod at once, but still have that spare lure in your inventory. Spook. Keep doing this until you've got 998 lures on the Rod, then de-equip and sell them for huge amounts of wonga.

In Chapter Five, there's an enemy called Steam Tore. Lock onto him and circle around, avoiding him, but not attacking. He will spit out little trees which, when left alone, eventually explode and leave decent chunks of Gilda behind. Repeat ad nauseum, then kill Steam Tore, who will be significantly weaker after his tree-spewing antics.

After getting the fishing rod from Norm in the second chapter, discard the Mimi Bait he gives you, and talk to him again. He'll give you five more of them every time you run out, the generous soul. Use them to catch fish in the swamp nearby until you don't have room for any more fish, then sell them all at a healthy profit. With every 20 fish you catch (more or less), Erik's Improved Bombs ability is restored. If you got to him three times and full up your inventory with fish, you can rake in the cash and the FP. Keep going until you get bored, basically.

Invent the "Turkey" Spheda Club by taking pictures of the following: Special Peking Duck, Tree, and Windmill Feather. Next get your

SATANTASTIC!

DEVIL MAY CRY 2

GET ALL THE GAME CAN GIVE IN ONE – OR TWO AT MOST – EASY STEPS. OR THREE.

FIRST COMPLETION SECRETS

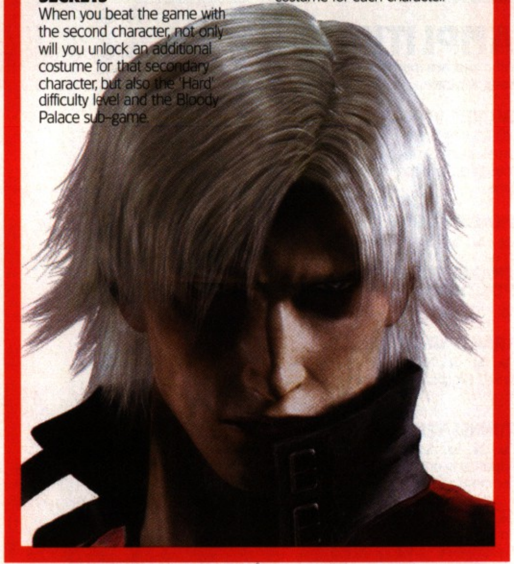
When you beat the game for the first time, you'll unlock a mission select menu and an additional costume for the character you completed it with. These costumes are selectable at the loading screen by pressing L1 or R1.

SECOND COMPLETION SECRETS

When you beat the game with the second character, not only will you unlock an additional costume for that secondary character, but also the 'Hard' difficulty level and the Bloody Palace sub-game.

FURTHER COMPLETION SECRETS

When you beat the game on Hard Mode using both characters, you'll unlock another hidden costume for each character (including Trish from Devil May Cry for him!) and the 'Dante Must Die' and 'Lucia Must Die' rock-'ard difficulty levels. If you then beat the game with both characters on that difficulty level you'll unlock a third costume for each character.



IRAQI IRRITANT

CONFLICT: DESERT STORM

HARD GAME, THIS. SO WHY NOT JUST GO AHEAD AND CHEAT?

Apparently gone are the days of frantic joypad pressing into order to activate cheats according to SCi. To input cheats in this game you'll need to plug a USB keyboard into your PS2 and then press the following buttons to trigger the corresponding effect.

BUTTON	CHEAT
k	Toggle damage
L	Display debug info
Y	Reverse aiming
X	Freeze game
\	Display menu

To unlock a hidden Cheat Mode simply press □, □, ○, ○, L1, L1, R1, R1, L2, L2, R2, R2 at the Main Menu. There is no confirmation message but if you then start a game, pause and enter the Options screen, the 'Cheats' option will be unlocked that includes such great bonuses as 'Trooper Level', 'Enemy AI' and 'Mission List'.

materials – a minimum of three Rolling Logs and three Scrap Metal, for a total cost of 90 Gilda, and a resell value of 230 Gilda.

DEAD OR ALIVE 2

UNLOCK BAYMAN

Successfully complete the game with all of the original characters to unlock Bayman as a playable character.

UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu as a playable character.

EXTENDED CREDITS

Successfully complete the game with all of the original characters on the Very Hard difficulty setting to be treated to an extended credits sequence.

DEAD TO RIGHTS

Press and hold L1 + R1 + L2 + R2 at the Main Menu and enter any of the following codes:

Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
↓, ←, ↓, △, ↓
10,000 Bullets Mode (Unlimited Weapon Ammunition)
↑, ←, ↓, →, ◎
Boomstick Mode (Unlimited Shotgun Ammo)
→, ◎, ◎, ◎, ▣
Chow Yun Jack Mode (Always start with double guns)
△, ◎, ↑, ↑, ↑

DEUS EX

Press SELECT in-game and tap L2, R2, L1, R1. You now have access to Full Health, God Mode, Ammo, Energy, Mods and Skills. That's gotta be useful.

DEVIL MAY CRY

HARD MODE

Complete the game once.

LEGENDARY DARK NIGHT MODE

Complete Hard Mode.

DANTE MUST DIE MODE

Complete Legendary Dark Night Mode.

SUPER DANTE MODE

Complete Dante Must Die Mode. Be aware that in the game mode you can transform into a devil and use magic whenever you wish.

ALL-STAR GROUP PHOTO

Complete the game with a S rank in every level.

HOW TO GET ALL THE BLUE ORBS

SECRET MISSION 1: CRITICAL HIT

After defeating Phantom in Mission 3, return to the broken bridge and jump down. Shoot the Sin in the face with the shotgun to make her drop the scissors. Get as close as possible and shoot her in the face again. It must be a critical hit to complete the mission.

SECRET MISSION 2: PHANTOM BABY

At the beginning of Mission 4, go through the Cathedral doors. Use Holy Water to kill the 100 babies comfortably within the 30-second time limit.

SECRET MISSION 3: PHANTOM BABY 2

After completing Secret Mission 2, go to the Time Statue room (the starting point of Mission 4). Use your feet to stomp 100 babies within the 30-second time limit.

SECRET MISSION 4: THREE BEASTS

After defeating Shadow in Mission 4, go to the arena beneath the room containing the aeroplane.
Defeat the Shadows by being quick on your feet and attacking whenever you can. The fact that the auto-aim often focuses on the wrong targets doesn't make this tough mission any easier.

TAKE THE RAP

DEF JAM VENDETTA

UNLOCK EVERY CHARACTER IN THE GAME. SIMPLE AS THAT.

Enter a User ID at the 'User Setups' Menu and hold L1 + L2 + R1 + R2 at the character screen. Then stick da code in.

Unlock Arii	⊗, ▣, △, ◎, ▣
Unlock Briggs (alternate costume #1)	⊗, △, ◎, ▣, ◎
Unlock Briggs (alternate costume #2)	⊗, △, ▣, ⊗, ◎
Unlock Carla	⊗, ▣, ⊗, ⊗, ⊗
Unlock Chukklez	▣, ▣, △, ⊗, ◎
Unlock Cruz	◎, △, ⊗, ⊗, ◎
Unlock D-Mob	▣, △, ◎, ⊗, ◎
Unlock D-Mob (alternate costume)	▣, ▣, △, ▣, ▣
Unlock Dan G	⊗, ◎, ⊗, ◎, ▣
Unlock Deebo	◎, ◎, ⊗, ⊗, △
Unlock Deja	◎, ▣, ◎, ◎, ⊗
Unlock DMX	◎, ⊗, ◎, △, ▣
Unlock Drake	△, ▣, ◎, ⊗, ⊗
Unlock Drake (alternate costume)	⊗, △, △, ◎, ◎
Unlock Funkmaster Flex	◎, △, ◎, ◎, ▣
Unlock Headache	△, △, △, ▣, ◎
Unlock House	△, ⊗, △, ◎, ⊗
Unlock Iceberg	▣, △, ◎, ▣, ◎
Unlock Ludacris	◎, ◎, ◎, ▣, △
Unlock Manny (alternate costume)	◎, ▣, ◎, ▣, ◎
Unlock Masa	⊗, ◎, △, ▣, ▣
Unlock Method Man	▣, ◎, ⊗, △, ◎
Unlock Moses	△, △, ▣, ▣, ⊗
Unlock NORE	◎, ▣, △, ⊗, ◎
Unlock Nyne	▣, ◎, ⊗, ⊗, △
Unlock Omar	◎, ◎, ▣, △, △
Unlock Opal	◎, ◎, ▣, ▣, △
Unlock Peewee	⊗, ⊗, ▣, △, ▣
Unlock Peewee (alternate costume)	⊗, △, △, ▣, ◎
Unlock Penny	⊗, ⊗, ⊗, △, ◎
Unlock Pockets	△, ▣, ◎, ▣, ⊗
Unlock Proof (alternate costume)	⊗, ▣, △, ▣, ◎
Unlock Razor	△, ▣, △, ◎, ⊗
Unlock Razor (alternate costume)	▣, ◎, ⊗, △, △
Unlock Redman	◎, ◎, △, ▣, ⊗
Unlock Ruffneck	⊗, ▣, ⊗, △, ◎
Unlock Ruffneck (alternate costume)	▣, ◎, △, ⊗, ▣
Unlock Scarface	◎, ▣, ⊗, △, ▣
Unlock Sketch	△, △, ◎, ▣, ⊗
Unlock Snowman	△, △, ⊗, ⊗, ◎
Unlock Spider (alternate costume)	▣, △, ⊗, ▣, ◎
Unlock Steel	⊗, △, ◎, ◎, △
Unlock T'ai	◎, ◎, ▣, ⊗, ◎
Unlock Zaheer	△, △, ▣, ⊗, ⊗

SECRET MISSION 5: ONE-EYED DEMON

During Mission 7, go to the Pipe Room (where you found the Old Key during Mission 6). Jump on the pipes and keep jumping so the two Kyclops can't hit you, but instead hit each other. Continue to do this until one Kyclops has killed the other.

SECRET MISSION 6: A BUNCH OF GHOSTS

During Mission 11, go to the Garden Courtyard (near where Mission 10 ended). Jump, wall jump and jump on the heads of the Sin Scissors until you reach the piece of Blue Orb.

SECRET MISSION 7: WATER PRISON

After Mission 13, go to the Captain's Room on the Ghost Ship and check his skeleton. Use the Needle Gun to defeat the 8 Blades.

SECRET MISSION 8: TREASURE GUARDED BY THE DEATH GOD

During Mission 15, go to the Spike Room (the starting point of Mission 14) and check the picture on the wall. If you've got it, use Nightmare Beta to defeat the three Shadows. Otherwise, use any means necessary.

SECRET MISSION 9: SHADOWS IN THE DARK

After defeating Nightmare in Mission 16, go to the room containing the aeroplane. Find and kill four Shadows. Two of them are in the room containing the aeroplane, one is in the Hall and the fourth is in the Bridge Room.

SECRET MISSION 10: A LONELY STAIRCASE

After defeating Nightmare in Mission 16, go to the Coliseum. Jump up the stairs to reach the piece of Blue Orb.

SECRET MISSION 11: BLUE STONE IN THE SKY

It's a good idea to save before attempting this difficult Secret Mission. During Mission 17, go to the broken bridge. To activate the Secret Mission Jump from the end of the bridge, back to the door end without falling in the water.

To do this, jump on the first platform, Air Raid to the last platform and jump to safety. Avoid the Death Scythes' attacks and use the jump-pools to reach the piece of Blue Orb.

SECRET MISSION 12: HIDDEN BRACELET

During Mission 21, check the wall opposite the Time Staue and enter the hidden room. Cross the long stretch of road and pick up the piece of Blue Orb.

Follow the path to a large room containing a fireless dragon. Defeat the dragon by hitting it on the head with one of your swords. Once defeated, take care of the Frosts before jumping to the Time Bracelet.

GET MORE ORBS

To get more Orbs in *Devil May Cry*, (and let's face it, you'd be a fool not to) kill all the monsters in a mission, save the game and then reset by pressing SELECT. Now go back, start the mission again and re-kill all the monsters. Keep doing this until you've got loads of Orbs. It does take a while (and to be honest, it gets a bit tedious), so do it on a mission where there are lots of monsters. It's a pain but the results are worth it.

DIE HARD: VENDETTA

Enter the following codes at the Main Menu. A message will appear at the top of the screen to confirm correct code entry.

Invulnerability
L1, R1, L1, R1, L1, R1, L1, R1
Big Heads
R1, R1, L1, R1
Pin Heads
L1, L1, R1, L1

DINO STALKER

COMPLETION BONUSES

Successfully complete the game under the easy difficulty setting to unlock the Special Menu and Movie Mode. Also, when you're watching the credits roll at the end, why not pull out your gun and start shooting them – because you can! And it is kind of fun too.

DISNEY'S EXTREME SKATE ADVENTURE

Select Cheat Codes from the Options Menu and enter any of the following as case-sensitive codes. A scream confirms, correct code entry.

Code	Unlocks
friendsofbob	All skaters
extremepassport	All levels
sweetthreads	All 'Create Skater' items
supercharger	Infinite Special Meter
savannah	Lion King movie clip
marin	Toy Story 2 movie clip
nugget	Tarzan movie clip

DR MUTO

Ease those platform game-related ailments with these code-based pain killers. Simply enter any of the following as codes and enjoy the after effects on the crazy Dr!

Invincibility
NECROSCI
Never take damage
CHEATERBOY
All gadgets
TINKERTOY
Secret morphs
LOGGLOGG

DROPSHIP

Select the Classified Files option from the Main Menu and then enter any of the following classic Psygnosis/Studio Liverpool game titles and related terms as unlock codes to access the cheat effect.

Invincibility
TEAMBUDDIES
Unlimited ammo
BLASTRADIUS
Level select
KINGSLEY
Bonus level 1
KREUZLER
Bonus level 2
SHEARER
Bonus level 3
UBERDOOPER

DRAKAN: THE ANCIENTS' GATES

Become a force to be reckoned with with these dragon-busting cheat codes.

GET RICH QUICK

To gain an instant $10,000 press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press ◎, ▣, →, ←, ⊗, △, ↓, ↑. You will be awarded the vast cash sum each time this code is entered so get pressing!

INCREASE SPELL LEVEL

To increase your spell level by one, press and hold these buttons: L1, R2, L2, R1 then, with those buttons still held, press this combination ↑, ↓, ←, →, →, ←, ↓, ↑

INVINCIBILITY

To become invincible, simply press and hold: L1, R2, L2, R1 then, with those buttons still held, press ⊗, ↓, △, ↑, ◎, →, ▣, ←. If the code has worked then the message 'The gods favour you' will be displayed on the screen.

REPLENISH HEALTH

To replenish your health to full, simply press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then press △, ↓, ◎, ←, ▣, →, ⊗, ↑

E IS FOR...

EPHEMERAL FANTASIA

MINI DRINKING GAME

Any time after acquiring Claire as a party member, go to the bar where you first met her. Talk to the woman behind the counter and you will be given the option to partake in a drinking contest with Claire for $100. If you win, the woman will give you a piece of map and you can play the game over and over to gain up to six pieces of map and some Phoenix Potions. The object of the contest is to have your drinking bar lower than Claire's and therefore out drink her.

MINI GUITAR GAME

Go to the screen where you select your song and you can press various controller buttons to get little icons to appear which do different things to the song. Here are some examples...

'HIDE' ICON

Press Red, Blue, Green, Blue, Red, Green to make the bars disappear when they get to the top, thus making it harder to hit them correctly.

'FF' ICON

Press Red, Green, Blue, Pick, Pick for fast forward mode, thus making the bars scroll faster.

'SFF' ICON

Press Red, Green, Blue, Pick, Pick, Red, Green, Blue, Pick, Pick to make the bars scroll even faster.

'RANDOM' ICON

Press Blue, Green, Green, Red, Green, Pick to make some of the notes randomised.

'SUD' ICON

Press Green, Red, Blue, Green, Blue, Red, Pick to make the notes appear closer to the play line.

'LITTLE' ICON

Press Red, Red, Red, Green, Green, Blue, Blue, Blue, Pick to allow only two chords to be played.

GHOST RECON

ENTER THE MATRIX

ALL YOU NEED TO 'HACK' SUCCESSFULLY. OR, AS WE LIKE TO CALL IT, 'CHEAT'.

Choose 'Hacking' from the Main Menu and follow the commands until 'Cheats' becomes available in the Hackers Menu. You can then enter any of the following codes for the desired effect:

1DDF2556
Infinite Ammo

0034AFFF
All Weapons (this only unlocks the weapons that would normally be available for the level being played)

13D2C77F
Secret Level: Sparks' Training Construct
69E5D9E4
Infinite Focus

7F4DF451
Infinite Health

13D2C77F
Bonus Test Level

FFFFFFF1
Invisibility (enemies can't see you)

D5C55D1E
Multiplayer Fighting

7867F443
Faster Logos Flight Speed

KICK IT

FIFA 2004

HOW TO MAKE YOUR TEAM PRETTY AND TOTALLY INVINCIBLE...

UNLOCK MOST THIRD KITS
Attain Level 5 in your EA Bio.

UNLOCK FRENCH LIGUE THIRD KITS
Attain Level 10 in your EA Bio.

UNLOCK ITALIAN SERIE A THIRD KITS
Attain Level 20 in your EA Bio.

UNLOCK SPANISH PRIMERA THIRD KITS
Attain Level 30 in your EA Bio.

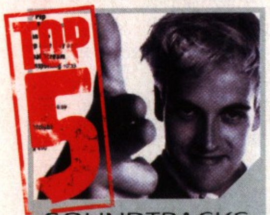
UNLOCK ENGLISH PREMIERSHIP AND GERMAN BUNDESLIGA THIRD KITS
Attain level 40 in your EA Bio.

BUILDING A DREAM TEAM
Select 'Options' from the Main Menu and then choose 'Player Swaps'. Move the highlight bar to the right and select the team you want to play as – this is the team that you'll swap players to. Move the highlight bar to the left and select the team/s you want to swap players from. Once you've added all the players of your choice for your dream team, save your new team as a 'Squad' file type. Return to the Main Menu, select 'Game Modes' and choose 'Career Mode'. Select 'New Career' and choose the 'Current Squads' option. Select the team you've created and begin your career with an all-star team of your own making. Back of the net.

SHOULDER DROP
When dribbling with the ball in the direction of an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder and knock the ball past his opponent.

THE DRAG AND GO
When a defender has you cornered hold i when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back, drawing in the defender. Now quickly push ↑ or ↓ and you'll knock the ball him.

MARSEILLE ROULETTE
When dribbling with the ball hold R2 and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and rolls it back into his path.



SOUNDTRACKS
Music that goes with film.

1. TRAINSPOTTING
Classic soundtrack-making featuring tunes you actually remember from the film. With Lou Reed's *Perfect Day* as a pivot, you got Brian Eno's *Deep Blue Day*, Iggy Pop's *Lust For Life*, Blur's *Sing* and Hoody's own personal favourite, Bedrock's *For What You Dream Of*, which reminds him of the time when he was young enough to go to clubs. The whiffy smell of Sleeper passes quickly too.

2. THE GOOD, THE BAD AND THE UGLY
Ennio Morricone's whistly score is one of his best, and best known. *A Fistful of Dollars* was also a stonker. Even his non-westerns were ace. Just check out *The Untouchables*.

3. SHAFT
Cundy has this on 'vinyl', whatever that is. With the classic *Theme From Shaft* setting things up nicely, this also delivers late on with 19-minute epic, *Do Your Thing*.

4. THE LOST BOYS
Everyone remembers Echo And The Bunnymen's cover of *People Are Strange*, but what about Goth rock masterpiece, *Cry Little Sister*, or the sweaty-muscled saxophone classic *I Still Believe*? Worth a look too for the actually-very-good INXS songs.

5. DIRTY DANCING
Bringing up the rear is this sop-fest with Paddy Swayze getting in on the act and the sublime random word generation of *Hungry Eyes*.

ESCAPE FROM MONKEY ISLAND

MONKEY INVADERS MINI-GAME
To unlock this little gem you'll have to complete all of the Monkey Combat moves for each of the Monkey Stances.

MURRAYBALL MINI-GAME
Before looking for the No-Nosed Man, go to the Prostheses Shop and get the file for Ryan J Danzwithwolves by entering the code Monkey-Pumpkin-Bunny into the filing system. Now look at the file, then pause the game and select the Bonus Stuff option to access the game.

ESPN NBA 2NIGHT

The following cheat codes must be entered in the Cheats Menu in Options.

Big Hand Mode
BIGHAND
Big Head Mode
BIGHEAD
Improve Player Stats
ABILITYBONUS
Improve Shooting
EXCELLENT
Improved Dunks
DUNKERS
Invisible Players
INVISIBLE
Pancake Players
PANCAKE
Turn Out the Lights
DARKNESS
Yeti Mode
BIGFOOT
Big feet
BIGFOOT
No lights
DARKNESS
East dunks
DUNKERS
Small players
MINIMINI

ESPN X-GAMES SKATEBOARDING

ANOTHER MODE
Obtain all 36 licenses in Arcade Mode, then press ○ at the stage selection screen to access an alternative Arcade Mode.

BIG HEAD MODE
Obtain 30 licenses in Arcade Mode with any character, then press □ + ✕ at the character select screen to start the game with a massive head!

HIDDEN BOARD LOCATIONS
Here are some locations of those hidden boards that you've been searching for...

BOB BURNQUIST'S BOARD IN LA
Head towards the mansion and the hidden board is on top of the car.

BOB BURNQUIST'S BOARD IN NEW YORK
Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Then Grind on the next set of wires and jump down to get the board.

CARLOS DE ANDRADE'S BOARD IN RUINS
Head towards the platform where a big quarterpipe with an arch on is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

CHRIS SENN'S BOARD IN NEW YORK
Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

CHRIS SENN'S BOARD IN SAN FRANCISCO
From the start, go down the hill and take the first turning on the left. Proceed all the way down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off whilst catching big air.

COLIN MCKAY'S BOARD IN RUINS
Go to the area with a bunch of zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

RICK'S BOARD IN MUSEUM
In the third room, go up the slope and Grind the dinosaur to obtain the hidden board.

RICK'S BOARD IN BOAT
Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS
If you have unlocked Another Mode then you can obtain extra boards by playing a level until you get all of the licenses. For every level you do this on, you will unlock an extra board.

EVE OF EXTINCTION

BONUS WEAPON
Complete the game under any difficulty setting and then save after the credits have rolled. Now simply reload the saved game to start with a new meaty double dagger weapon to inflict extra damage.

SURVIVAL MODE
Play through level one and go through the subway where you need to get both Legacy Drives for the Lightning Rod. When you get out on the other side, go into the alley that has the fence with a junkyard on the other side and walk up to the fence. Press △ when equipped with the Lightning Rod and quickly grab on to the top of the fence. Jump over to the other side, then go to the wall that has the ladder on it. Climb up the ladder and get up to the top of the building. Once there, you will find a piece of paper hovering above the ground. Walk into that paper and a message stating that Survival Mode has been unlocked will appear. Save the game, then enter the bonus option at the Main Menu to play the new game option.

THREE-MINUTE BATTLE MODE
Play the China-town level after getting the Katar. Climb up the Chinese house that has the huge flame on the porch and once up there, kill the thug and go to the opposite side of the part you climbed up to. Go to the back of the house, but stay on the balcony. Jump to the building on the far side (all the way down, as far as you can see) and look around for another piece of paper. Walk into it and you will unlock the Three-Minute Battle Mode option.

EXTERMINATION

UNLOCK EXPERT MODE
Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time). The game will begin with extra ammo (500 bullets, 50 shotgun shells, 30 grenade rounds, 1000 flame units and 25 Ultimate Launcher missiles) plus extra health items (20 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B). Be warned that enemies are harder to kill in this mode.

UNLOCK SECRET MODE
Successfully complete the game after finding all 15 dog tags and Roger's Knife. When the credits have rolled, save your game and you'll notice that the save file is yellow with a star next to it. When you load up this file, you'll start a new game with 300 bullets, 50 shotgun shells, 99 grenade shells, 1000 flame units and 25 missiles plus an AT-6 Grenade Launcher. You also get 25 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B. Be warned that enemies are much, much harder to kill in this mode!

DOG TAG LOCATIONS
There are 15 tags to find, here are the locations in the order in which you find them...

#5: Corporal Ross Dixon. When the dust clears from the train wreck, go through the hole the train made and on the platform to the right, between two metal boxes, is the tag.

#4: Corporal Arthur McDonnel. In the Command Centre (where you input the code 51204791 on the computer) reach the side where the computer is located. If in the box, the tag is to the left of the computer outside. Go to the outside corner of the box, where you can look out over the electric stream, the tag is next to the box – you should see it shining in the light.

#1: Private First Class Hans Grant. After defeating the Freight Elevator boss, the tag is on the treadmill.

#12: Lieutenant Mat Shuggart. After grabbing the parka, go up the ladder next to where you came out. Up there you should see the tag before the bridge.

#11: Second Lieutenant Chris Ditter. After entering the Filtration Plant through the tool shed, make your way to the left, there should be a slope with a little ledge. Climb across that ledge and get to the other platform. Now climb onto the slightly higher platform and under it will be the tag.

#9: Officer Cadet Ed Collate. After getting the dog tag receiver unit, duck under the platform next to the staircase, slice the trip wire and then collect the tag, amongst numerous other goodies.

#6: Sergeant Robert Cameron. Near the wrecked train where you encounter the watchdogs, use the tag receiver unit to obtain the tag.

#7: Sergeant David Murran. Once you come through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should find the tag to the right of the steel crates.

#13: Captain Kurt Gianini. Up the stairs in the train room, there should be a vent where you can look down at the booth area. Once in, take the first right and head to the end. Turn right and you should find the tag right in front of you.

#3: Private First Class Tom Taylor. In the room with the metal tag, which is in the same area as the last two, you should actually find it by the metal tag.

#10: Officer Cadet Lance McLaughlin. After confronting Cindy, you'll find this tag in the corner.

#2: Corporal Filel Sidalis. After Filel dies, go to the side of his corpse and you should be able to grab the tags off his, still warm, body.

#14: Sergeant Roger Grigman. After defeating Roger, the tag should be just before the bridge. Also, be sure to grab his knife as you go!

#15: Major Mike Madigan. After defaeating Roger, go to where the wounded Madigan is located. When the FMV has rolled, his tags will be next to the elevator.

#8: First Sergeant Ken Reschner. In the area with the ice camo car. the tag is in the corner

EXTREME-G 3

UNLIMITED SHIELDS
Pause the game at any time and press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED TURBO
At the Main Menu, press L1 + R1, L2 + R2, L1 + R1, L2 + R2. If the code has worked then a message will

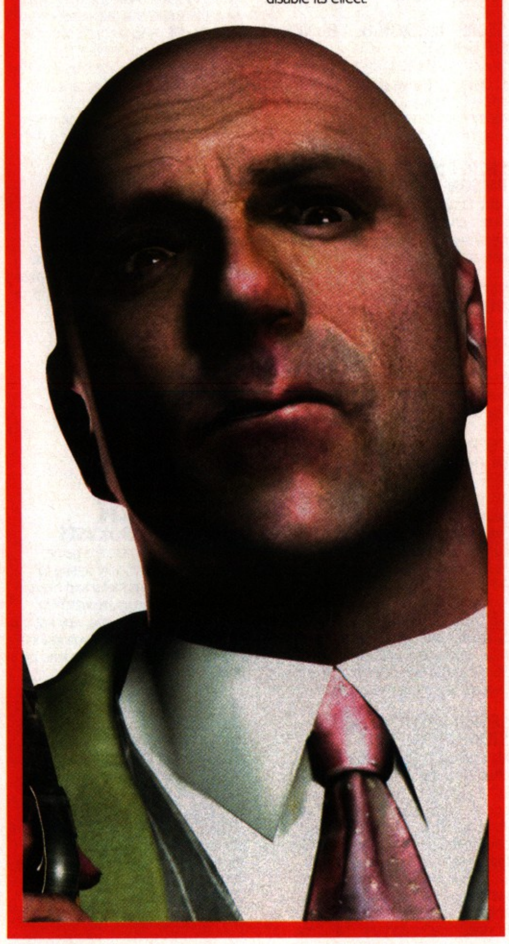
THE GUV

THE GETAWAY

STRUGGLING TO TAKE LONDON DOWN? STRUGGLE NO MORE, GUV'NOR...

DOUBLE HEALTH
Press ↑, ↑, ←, ←, →, →, ○, ○, ↓ during the FMV sequence that plays just before the Main Menu appears. The sound of a woman groaning will confirm correct code entry.

ARMOURED CAR WEAPON
Press ↑, ↓, ←, →, □, △, ○ during the FMV sequence that plays just before the Main Menu appears. Be aware that this weapon can only be used during missions. Repeat the code to disable its effect.



appear to confirm.

UNLIMITED SHIELDS AND TURBOS
At the Main Menu, press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

UNLIMITED AMMO
At the team selection screen, press L2, R2, L1, R1, L2 + R2, L1 + R1. If the code has worked then a message will confirm and you will have infinite ammo in One or Two Player Modes.

ALL TRACKS
At the main menu, press L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2. If the code has worked then a message will confirm and every track will be available to race on.

ALWAYS WIN XG CAREER MODE RACES
At the Main Menu, press R2 + L2 + R1 + L1, R2 + L2, R1 + R2, R2 + R1 + L2 + L1. If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although it must be typed in again before each race.

DOUBLE PRIZE MONEY
At the main menu, press L1 + L2, R2 + R1, R1 + R2, L2 + L1.

START WITH EXTRA MONEY
Begin a new career, select a driver and press L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2. Your career will now get off to an improved financial start.

EXTREME LAP CHALLENGE
At the Main Menu, press L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2. If the code has worked then a message will confirm.

STARCOM TEAM
At the main menu, press L1, L2, R2, R1, R1, R2, L2, L1. If the code has worked then a message will confirm. But you knew that already.

GET A QUICK START
To get a jump start when you begin a race, hold ↑ during the countdown without pressing accelerate. Then as soon as 'Go' appears, hit the gas and you'll leave 'em standing!

EYETOY PLAY

EXTRA TRACKS
Get a high score on Boogie Down to unlock extra tracks.

EASY WISHI-WASHI
Rather than cleaning the windows using your hands, simply move from side-to-side in front of the camera to get the job done in super quick time, scoring muchos points in the process.

F IS FOR...

FIFA 2003
A couple of unlockables for all you accomplished goal poachers out there...

SEOUL STADIUM
Win the International Cup.

STADE DE FRANCE STADIUM
Win the Club Championship.

FINDING NEMO
Enter the following codes at the New Game/Load Game/Play Trailer screen and press pause at the level select screen to access the cheat options. The word 'Cheat' appears to confirm correct code entry.

OPEN LEVELS
△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, △, ○, △, △

INVINCIBILITY
△, □, □, ○, ○, ○, △, △, □, □, □, ○, ○, ○, ○, □, △, ○, ○, ○, □, ○, △, ○, ○, □, ○, ○, △, ○, □, ○, ○, ○, △

CREDITS
△, □, ○, △, △, □, ○, △, □, ○, △, □, □, ○, △, □, ○, △, □, ○, ○, △, □, ○

REWARD (VIEW ALL MOVIE CLIPS)
△, □, ○, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, ○, □, △

FREEDOM FIGHTERS
Enter the following codes at any time during the game. As well as the relevant weapon, a selection of other items will also appear in the inventory. 'Neat'.

SUBMACHINE GUN
△, ✕, □, ○, △, ↑

HEAVY MACHINE GUN
△, ✕, □, ○, △, ↓

SHOTGUN
△, ✕, □, ○, ○, ↑

SNIPER RIFLE
△, ✕, □, ○, △, →

ROCKET LAUNCHER
△, ✕, □, ○, △, ←

UNLIMITED AMMO
△, ✕, □, ○, ✕, →

MAXIMUM CHARISMA
△, ✕, □, ○, ✕, ↓

FREEKSTYLE
To enter any of the following codes, choose Options from the Main Menu and then select Enter Codes. However, to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria on the character/bike selection screens. Still, you get to see what your missing at the very least...

MASTER CODES
Unlock All Characters:
POPULATE
Unlock All Tracks:
TRAKMEET
Unlock All Bikes:
WHEELS
Unlock All Outfits:
YARDSALE
Unlock Everything:
LOKSMITH

TRACK CODES
Unlock Burn It Up:
CARVEROK
Unlock Gnome Sweet Gnome:
CLIPPERS
Unlock Let It Ride:
BLACKJAK
Unlock Rocket Garden:
TODAMOON
Unlock Crash Pad:
WIDEOPEN
Unlock The Burbs:
TUCKELLE

COOL CODES
Acid Racing:
WTCHKPRS
Always Freekout Time:
ALLFREEK
No Bikes:
FLYSOLO

MIKE METZGER CODES
Unlock Ecko MX Outfit:
HELLOOOO
Unlock All Tatted Up Outfit:
BODYART
Unlock Bloodshot Bike:
EYEDROPS
Unlock Rock Of Ages Bike:
BRRRRRAP
Unlock Rhino Rage Bike:
SEVENTWO

BRIAN DEEGAN CODES
Unlock Muscle Bound Outfit:
RIPPED
Unlock Commander Outfit:
SOLDIER
Unlock Mulisha Man Bike:
WHATEVER
Unlock Heavy Metal Bike:
HEDBANGR
Unlock Dominator Bike:
WHOZASKN

LEEANN TWEEDEN CODES
Unlock Fun Lovin' Outfit:
THNKPINK
Unlock Red Hot Outfit:
SPICY
Unlock Hot Stuff Bike:
OVENMITT
Unlock Trend Setter Bike:
STYLIN
Unlock Seducer Bike:
GOODLOOK

STEFY BAU CODES
Unlock Playing Jax Outfit:
KIDSGAME
Unlock UFO Racer Outfit:
INVASION
Unlock Amore Bike:
HEREIAM
Unlock Disco Tech Bike:
SPARKLES
Unlock 211 Bike:
TWONEONE

CLIFFORD ADOPTANTE CODES
Unlock Clifford Adoptante:
COOLDUDE
Unlock Tiki Outfit:
WINGS
Unlock Tankin' It Outfit:
NOSLEEVE
Unlock Gone Tiki Bike:
SUPDUDE
Unlock Island Spirit Bike:
GOFLOBRO

MIKE JONES CODES
Unlock Mike Jones:
TOUGHGUY
Unlock Blue Collar Outfit:
BABYBLUE
Unlock High Roller Outfit:
BOXCARS
Unlock Beater Bike:
KICKBUTT
Unlock Lil' Demon Bike:
HORNS
Unlock Flushed Bike:
PLUNGER

JESSICA PATTERSON CODES
Unlock Jessica Patterson:
BLONDIE
Unlock Warming Up Outfit:
LAYERS

FREESTYLE METAL X
Select Options at the Main Menu and then select Cheats. Enter the following as case-sensitive codes.

All riders and bikes
dudemaster
All bike parts
garageking
All costumes
johnnye
All levels and events
universe
All special stunts
fleximan

FREQUENCY

CHEAT MODE
Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the Title Screen to activate the Cheat Mode, then enter any of the following codes at any time during play.

Autocatcher
←, →, →, ←, ↑
Bumper
→, ←, →, ←, ↑
Crippler
←, →, ←, →, ↓
Freestyler
←, →, →, ←, ↓
Multiplier
→, ←, ←, →, ↑
Neutralizer
←, →, ←, →, ↑

BONUS SONGS
Successfully complete the game on Expert to unlock Luge Crash by Surgecore. Play that song and complete it to unlock End Of Your World from Robotkid and Intersekt.

FUR FIGHTERS: VIGGO'S REVENGE

SECRET AREA
To find the secret level in the Lower East Quack level, go past the area where you hitch a ride on the subway train and proceed to the end where you'll see a brown fence. Next you need to go to the lower-left side of the fence and turn left to see a Chang transporter. Once you are Chang, go through the hole in the fence and onto the boxes. You will now be transported onto his back as a machine-gun toting flea! Hilarious!

MAXTRIX-STYLE SCENE
In the Lower East Quack level, shoot three baskets in a row on the basketball court without missing. Then press START to view the new scene.

FUTURAMA
All the codes below need to be entered during gameplay with L1 and L2 held down together.

LEVEL CODES

PLANET EXPRESS
↓, □, △, ↓, □, △, □, △, ↑, ↑, SELECT

SEWERS
↓, □, △, ↓, □, △, □, △, ↑, →, SELECT

SUBWAY
↓, □, △, ↓, □, △, □, △, ↑, ↓, SELECT

OLD NEW YORK
↓, □, △, ↓, □, △, □, △, ↑, ←, SELECT

RED LIGHT DISTRICT
↓, □, △, ↓, □, △, □, △, ↑, △, SELECT

UPTOWN
↓, □, △, ↓, □, △, □, △, ↑, ○, SELECT

NEW NEW YORK
↓, □, △, ↓, □, △, □, △, ↑, ✕, SELECT

MINE
↓, □, △, ↓, □, △ □, △, →,

MINE TUNNEL
↓, □, △, ↓, □, △, □, △, →, ↓, SELECT

JUNKYARD 1
↓, □, △, ↓, □, △, □, △, →, ←, SELECT

JUNKYARD 2
↓, □, △, ↓, □, △, □, △, →, △, SELECT

JUNKYARD 3
↓, □, △, ↓, □, △, □, △, →, ○, SELECT

MARKET SQUARE
↓, □, △, ↓, □, △, □, △, ↓, ↑, SELECT

LEFT WING
↓, □, △, ↓, □, △, □, △, ↓, →, SELECT

RIGHT WING
↓, □, △, ↓, □, △, □, △, ↓, ↓, SELECT

TEMPLE COURTYARD
↓, □, △, ↓, □, △, □, △, ↓, ←, SELECT

INNER TEMPLE
↓, □, △, ↓, □, △, □, △, ↓, △, SELECT

BOGAD'S SWAMP
↓, □, △, ↓, □, △, □, △, ←, ↑, SELECT

MOM'S HQ BENDER
↓, □, △, ↓, □, △, □, △, △, ↑, SELECT

MOM'S HQ LEELA
↓, □, △, ↓, □, △, □, △, △, →, SELECT

MOM'S HQ FRY
↓, □, △, ↓, □, △ □, △, △, ↓, SELECT

G IS FOR...

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP
After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, □, △. You will hear a sound to confirm correct entry.

FULL LASER SHOT POWER-UP
After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ✕, ○. You will hear a sound to confirm correct entry of the cheat.

THE GREAT ESCAPE

LEVEL SELECT
At the Main Menu input:
L2, □, L2, ○, R1, ○, L1, L2, ○, □
This unlocks two new options; The Greatest Escape, which allows you to select the stage, and Level Select, which allows you to choose the difficulty setting.

ALL FMV SEQUENCES
At the Main Menu input: L1, □, ○, ○, R1, □, □, ○, L1, R1

UNLIMITED AMMO AND HEALTH
Pause the game with a Gun and a Health Kit in your inventory, then press: ○, L2, R1, L1, ○, □, L1, R1, L1, R1

GT CONCEPT

JAPANESE MOVIE
Once all the Normal Level stages have been completed, the Japanese opening movie of *GT Concept* can be

LIBERTY CALLS

GRAND THEFT AUTO 3
BOOYAH! STREET CHEATS TO GET YOU FORWARDS. FAST.

To activate these cheats, enter them during the game. Any time you fancy too.

Get The Tank
○x6, R1, L2, L1, △, ○, △

Get The Dodo Car
→, R2, ○, R1, L2, ↓, L1, R1

Lower Wanted Level
R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓

Higher Wanted Level
R2, R2, L1, R2, ←, →, ←, →, ←

All Weapons
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Armour
R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑

More Money
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Destroy All Cars
L2, R2, L1, R1, L2, R2, △, □, ○, △, L2,←

Better Driving Skills
R1, L1, R2, L1, ←, R1, R1, △

Increased Gore
□, L1, ○, D, L1, R1, △, →, L1, ✕

Fog
L1, L2, R1, R2, R2, R1, L2, ✕

Overcast Skies
L1, L2, R1, R2, R2, R2, R1, L2, □

Rain
L1, L2, R1, R2, R2, R1, L2, ○

Normal Weather
L1, L2, R1, R2, R2, R1, L2, △

Speed Up Time
○x3, □x5, L1, △, ○, △

Different Costume
→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →

Pedestrian Riot
↓, ↑, ←, ↑, ✕, R1, R2, L2, L1

Pedestrians Attack
↓, ↑, ←, ↑, ✕, R1, R2, L1, L2

Pedestrians Crazy
R2, R1, △, ✕, L2, L1, ↑, ↓

DRIVER TOO

GRAN TURISMO 3: A-SPEC
THE SECRETS YOU DESERVE WITH A MINIMUM AMOUNT OF FUSS. GREAT, EH?

PROFESSIONAL MODE
Select Arcade mode and then highlight the 'Hard' difficulty setting. Now press and hold R1 + L1 and the word will change to 'Professional.' A much more challenging race is assured to push you to the limit.

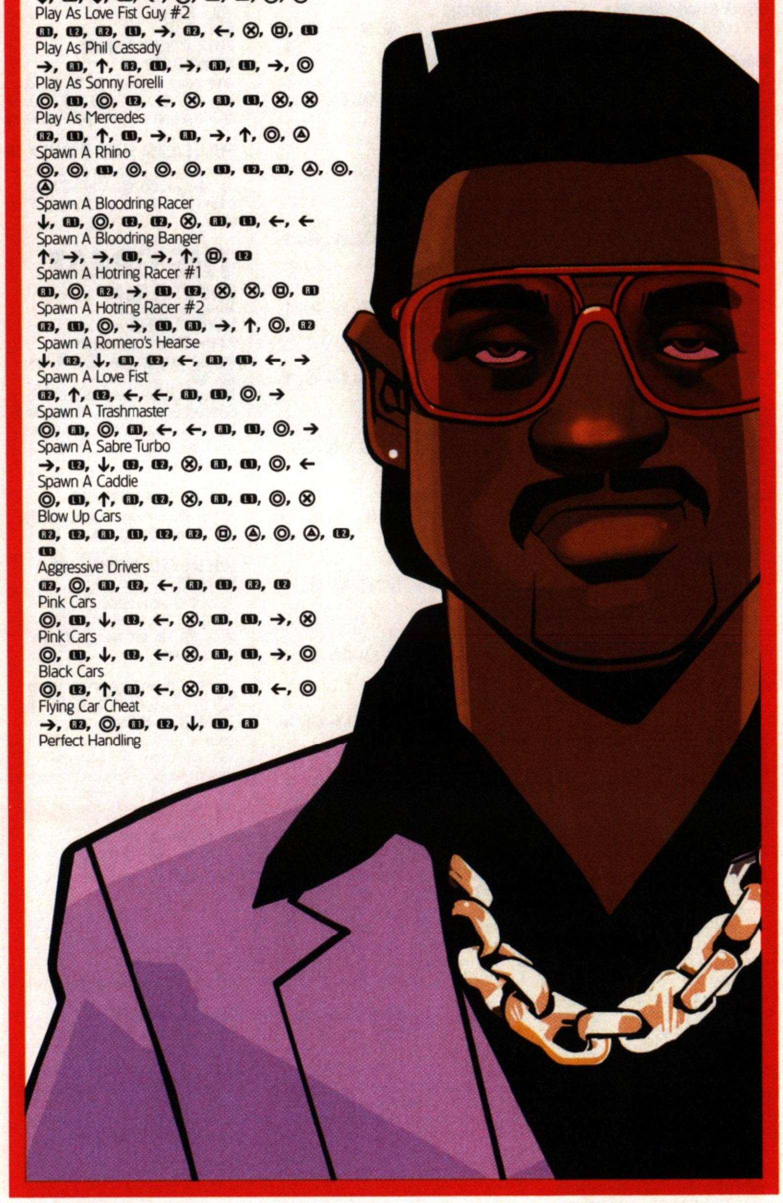
SELECT AWARDS
The cars you are awarded for winning a series aren't totally random. If you press ↑, ↓, ← or → when a silhoutted car has a large balck circle flashing underneath then that car will be selected as your next award.

AUTOMATIC CHOICE

GTA: VICE CITY

EVERY CHEAT EVER FOR ONE OF THE BEST GAMES OF ALL TIME...

All Weapons #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
All Weapons #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←
All Weapons #3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓
Full Armour
R1, R2, L1, ×, ←, ↓, →, ↑, ←, ↓, →, ↑
Full Health
R1, R2, L1, ○, ←, ↓, →, ↑, ←, ↓, →, ↑
Commit Suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1
Raise Wanted Level
R1, R1, ○, R2, ←, →, ←, →, ←, →
Lower Wanted Level
R1, R1, ○, R2, ↑, ↓, ↑, ↓, ↑, ↓
Ladies Man (certain women follow you)
○, ×, L1, L1, R2, ×, ×, ○, △
Change Clothes
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →
Play As Ricardo diaz
L1, L2, R1, R2, ↓, L1, R2, L2
Play As Lance Vance
○, L2, ←, ×, R1, L1, ×, L1
Play As Candy Suxxx
○, R2, ↓, R1, ←, →, R1, L1, ×, L2
Play As Ken Rosenberg
→, L1, ↑, L2, L1, →, R1, L1, ×, R1
Play As Hilary King
R1, ○, R2, L1, →, R1, L1, ×, R2
Play As Love Fist Guy #1
↓, L1, ↓, L2, ←, ×, R1, L1, ×, ×
Play As Love Fist Guy #2
R1, L2, R2, L1, →, R2, ←, ×, □, L1
Play As Phil Cassady
→, R1, ↑, R2, L1, →, R1, L1, →, ○
Play As Sonny Forelli
○, L1, ○, L2, ←, ×, R1, L1, ×, ×
Play As Mercedes
R2, L1, ↑, L1, →, R1, →, ↑, ○, △
Spawn A Rhino
○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △
Spawn A Bloodring Racer
↓, R1, ○, L2, L2, ×, R1, L1, ←, ←
Spawn A Bloodring Banger
↑, →, →, L1, →, ↑, □, L2
Spawn A Hotring Racer #1
R1, ○, R2, →, L1, L2, ×, ×, □, R1
Spawn A Hotring Racer #2
R2, L1, ○, →, L1, R1, →, ↑, ○, R2
Spawn A Romero's Hearse
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →
Spawn A Love Fist
R2, ↑, L2, ←, ←, R1, L1, ○, →
Spawn A Trashmaster
○, R1, ○, R1, ←, ←, R1, L1, ○, →
Spawn A Sabre Turbo
→, L2, ↓, L2, L2, ×, R1, L1, ○, ←
Spawn A Caddie
○, L1, ↑, R1, L2, ×, R1, L1, ○, ×
Blow Up Cars
R2, L2, R1, L1, L2, R2, □, △, ○, △, L2, L1
Aggressive Drivers
R2, ○, R1, L2, ←, R1, L1, R2, L2
Pink Cars
○, L1, ↓, L2, ←, ×, R1, L1, →, ×
Pink Cars
○, L1, ↓, L2, ←, ×, R1, L1, →, ○
Black Cars
○, L2, ↑, R1, ←, ×, R1, L1, ←, ○
Flying Car Cheat
→, R2, ○, R1, L2, ↓, L1, R1
Perfect Handling
△, R1, R1, ←, R1, L1, R2, L1
cars float on water
→, R2, ○, R1, L2, □, R1, R2
change wheel size
R1, ×, △, →, R2, □, ↑, ↓, □
Sunny Weather
R2, ×, L1, L1, L2, L2, L2, ↓
Cloudy Weather
R2, ×, L1, L1, L2, L2, L2, △
Very Cloudy Weather
R2, ×, L1, L1, L2, L2, L2, □
Stormy Weather
R2, ×, L1, L1, L2, L2, L2, ○
Foggy Weather
R2, ×, L1, L1, L2, L2, L2, ×
Speed Up Time
○, ○, L1, □, L1, □, □, □, L1, △, ○, △
Slow Down Time
△, ↑, →, ↓, □, R2, R1
Pedestrians Riot
↓, ←, ↑, ←, ×, R2, R1, L2, L1
You won't be able to turn this off once it's on.
Pedestrians Hate You
↓, ↑, ↑, ↑, ×, R2, R1, L2, L2
You won't be able to turn this off once it's on.
women with guns
→, L1, ○, L2, ←, ×, R1, L1, L1, ×
tommy groupies
○, ×, L1, L1, R2, ×, ×, ○, △
display media level meter
R2, ○, ↑, L1, →, R1, →, ↑, □, △.



viewed by selecting the left-hand prize on the Game Status screen.

TOYOTA POD RACE
Once a good portion of the game has been completed and you unlock the Toyota Pod car by winning on Tahiti Maze II, you unlock the Pod race as well. You can enter via the Status Screen. Frankly it's a bit dull, though.

VIEW END CREDITS
Once 100% of the game has been racked up, the end credits will roll – again allowing you to sit back well satisfied. To show off to your mates, the credits can be viewed at any time by selecting the second prize from the left on the Game Status screen.

EXTRA CREDITS FOR GT3 A-SPEC
Once all the Normal Level stages have been completed, players can add 10 million credits to their *GT3 A-Spec* game data. To transfer the money, select the second prize from the right on the Game Status screen and follow the on-screen instructions.

ACE LEVEL
Once all the Professional Level stages have been completed, you will be told how to open the Ace Level difficulty setting. Go to the Level Selection screen and hold down L1 and R1. You can unlock the Ace Level difficulty setting by executing this procedure at any time. Be warned – it sure ain't easy!

GUN GRIFFON BLAZE

UNLOCK TYPE-9
Earn 13 medals.

UNLOCK TYPE-13
Earn 41 medals.

UNLOCK JAGDPANTHER
Earn 25 medals or six million points.

H IS FOR...

HALF-LIFE

Invincibility
←, □, ↑, △, →, ○, ↓, ×
Unlimited ammo
×, ←, ○, ↓,×, ←, ○
Slow motion
→, □, ↑, △, →, □, ↑, △
Invisibility
←, □, →, □, ←, □, →, □
Alien mode
↑, △, ↑, △, ↑, △, ↑, △
Low gravity
↑, △, ↓, ×, ↑, △, ↓, ×

HARRY POTTER AND THE CHAMBER OF SECRETS

On the second day of school, go to the Quidditch practice and complete the training with a 'B' rank or better. For this you'll get the Nimbus 2000 flying broomstick which enables you to fly anywhere around the school during the day.

HAVEN: CALL OF THE KING

To refill your health bar at any time during play, simply press R2, L2, R1, ○, △, L2, ×, □ and, as if by magic, it will top itself up.

HEADHUNTER

STAR LOCKER
Better all of Hank Redwood's records for the VR Tests to open the Star Locker in the LEILA Offices and collect all the goodies inside.

HOT WHEELS VELOCITY X

Sadly no quick-fix codes for this pacey racer yet, but there are plenty of cool extras to unlock by completing the game the hard way. Here's what lies tucked away at the chequered flag.

All cars
Hit 11 Bonus Stunt items while completing Challenge Eight.
All worlds
Find the Hidden Key while completing Challenge 18.
All gadgets
Hit at least 30 Barrels while completing Challenge Seven.
Upgraded laser
Complete Challenge 18 on the very hard difficulty setting.
Unlimited ammunition
Hit at least 50 Barrels while completing Challenge 18.
Unlimited health
Hit at least 179 Barrels while completing Challenge 17.
Unlimited turbo
Collect 8 Zappers while completing Challenge Four.
Timer speed
Intentionally hit at least 60 Barrels while completing Challenge 12.

HULK

Choose 'Code Input' from the Options Menu and enter any of the following codes. Select 'Cheats' from the 'Special Features' Menu to toggle the cheats on/off.

Invulnerability
GMMSKIN
Regenerator
FLSHWND
Full Rage Meter
ANGMNGT
Unlimited Continues
GRNCHTR
Double Hulk's
HPHLTHDSE
Double All Enemies
HPBRNGITN
Half All Enemies HP
MMMYHLP
Wicked Punch
FSTOFRY
Puzzle Solved
BRCESTN
Reset High Score
NMBTHIH
Unlock All Levels
TRUBLVR

The following codes must be entered at a Universal Terminal during game play.

Hulk Transformed Movie Art
SANFRAN
Hulk Vs. Hulk Dogs Movie Art
PITBULL
Desert Battle Movie Art
FIFTEEN
On The Movie Set Movie Art
NANOMED

HUNTER: THE WAYWARD RECKONING WAYWARD

Nightmare Mode
Complete the game
Devin
Defeat Devin in the Prison area
Carpenter
Complete Nightmare Mode
Enable Cheats/Nephrack Trophy
Defeat Nephrack
Max Health Code/Pit Fighter Trophy
Complete the Downtown level using only the starting melee weapon
Max Ammo Code/Gun Trophy
Complete the Downtown level using only the starting ranged weapon
Monster Spawn Code/Werewolf Trophy
Defeat the Werewolf boss
Improve Edges Code/Witch Trophy
Defeat the Witch boss
Super Melee Damage Code/Machine Trophy
Defeat the Machine boss
Hard Monsters Code/Team-up Trophy
Complete the game in co-operative mode
All Weapons Code/Looter Trophy
Collect all silver pieces
Infinite Health Code/Warrior Trophy
Defeat all Midtown level enemies
Unlimited Ammo Code/Rogue Hunter Trophy
Defeat the Rogue Hunter
No Conviction for Edges Code/Life Saver Trophy
Save all the innocents in the Prison Hospital Lower Level
Chaingun Trophy
Find all the Chaingun pieces
Grenade Launcher Trophy
Find all the Grenade Launcher pieces
Deserter Trophy
Leave too many innocents in the Prison Hospital Lower Level

UNLOCKING MODELS
By using the entertainment system in the game's hub room, players can view, rotate and, er, view a selection of character models. Here's how to unlock them all if you are into a spot of voyeurism.

Model	How to unlock
Emma	Rescue Emma
Joshua	Rescue Joshua
Le Roi	Rescue Le Roi
Devin	Defeat Devin
Werewolf	Defeat
Werewolf boss	Machine
Defeat	Machine boss
Witch	Defeat Witch boss
Nephrack	Defeat Nephcrack
Carpenter	Complete Nightmare mode
Rot Hand	Kill 25 Rot Hands
Rot	Kill 199 Rots
Prison Guard Rot	Kill 20 Prison Guard Rots
Flame-thrower Rot	Kill 8
Flame-thrower Rots	Gargoyle
Kill 10 Gargoyles	Hanged Spirit
Kill 7 Hanged Spirits	Mourner
Kill 40 Mourners	Aileron
Kill 75 Ailerons	Cultist
Kill 20 Cultists	War Ghoul
Kill 2 War Ghouls	Machine Monster
Kill 20 Machine	Monsters
Samantha	Unlock 8 models
Father Esteban	Unlock 12 models
Kassandra	Unlock 18 models

I IS FOR...

INDIANA JONES AND THE EMPEROR'S TOMB

UNLOCK GALLERY
Collect every Relic or Artefact in the game (there are 30 in total – three on every chapter) to unlock a Gallery option at the Main Menu. The Gallery contains a selection of Indy related artwork, from character designs to conceptual level art.

DROP AND LIVE
When accidentally falling from heights that would hurt or even kill you, press L1 just before you land. You will then go straight into a combat stance and only suffer minor damage or maybe even none at all.

INTERNATIONAL SUPERSTAR SOCCER

UNLOCK HIDDEN TEAMS
On the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ×, ○ and two All-Star teams will be unlocked.

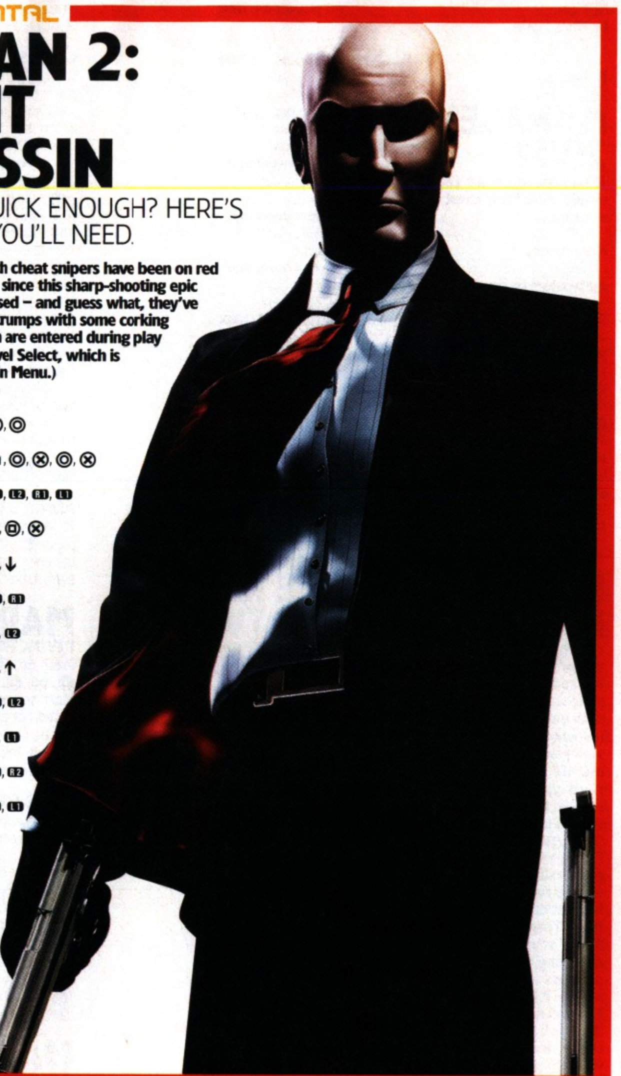
J IS FOR...

JAK &

GUNDAMENTAL

HITMAN 2: SILENT ASSASSIN

CAN'T KILL QUICK ENOUGH? HERE'S THE CHEATS YOU'LL NEED.



Our stealth cheat snipers have been on red alert ever since this sharp-shooting epic was released – and guess what, they've come up trumps with some corking codes, all of which are entered during play (except for the Level Select, which is entered at the Main Menu.)

Level select
R2, L2, ↑, ↓, □, △, ○
Level skip*
R2, L2, ↑, ↓, ✕, ↘, ○, ✕, ○, ✕
God mode
R2, L2, ↑, ↓, ✕, R2, L2, R1, L1
All weapons
R2, L2, ↑, ↓, ✕, ↑, □, ✕
Full heal
R2, L2, ↑, ↓, ✕, ↑, ↓
Lethal charge
R2, L2, ↑, ↓, ✕, R1, R1
Slow motion
R2, L2, ↑, ↓, ✕, ↑, L2
Punch mode
R2, L2, ↑, ↓, ✕, ↑, ↑
Toggle gravity
R2, L2, ↑, ↓, ✕, L2, L2
Bomb mode
R2, L2, ↑, ↓, ✕, ↑, L1
Megaforce mode
R2, L2, ↑, ↓, ✕, R2, R2
Nailgun mode
R2, L2, ↑, ↓, ✕, L1, L1

* Enable this code after starting a level

DAXTER

SPECIAL ENDING

You need to collect at least 100 Power Cells before completing the game to see a special ending.

JAK & DAXTER II

JAK'S GOATEE

Collect 5 orbs.

MIRROR WORLD

Collect 15 orbs.

BIG HEAD MODE

Collect 30 orbs.

SMALL HEAD MODE

Collect 45 orbs.

SCRAP BOOK

Collect 55 orbs.

SCENE PLAYER

Act 1
Collect 65 orbs.

VULCAN FURY COURSE

Collect 75 orbs.

SCENE PLAYER

Act 2
Collect 95 orbs.

PEACE MAKER GUN COURSE

Collect 105 orbs.

SCENE PLAYER

Act 3
Collect 125 orbs.

REVERSE RACES

Collect 135 orbs.

LEVEL SELECT

Collect 145 orbs.

UNLIMITED AMMO

Collect 155 orbs.

UNLIMITED

Dark Jak
Collect 165 orbs.

INVULNERABILITY

Collect 175 orbs.

HERO MODE

Collect 200 orbs. When this cheat is activated, start a new game to begin with all four morph guns attachments and alternate secrets.

ALTERNATE

scrap book
Collect 200 orbs.

K IS FOR...

KENGO: LEGACY OF THE BLADE

Get straight to the point and make yourself aware of these sharp secrets!

ALTERNATE STAGES

Choose to play Versus Mode, then hold SELECT when choosing a stage at the selection screen. Only certain stages have an alternate version available.

ALTERNATE MUSASHI ATTACK

Choose to play Versus Mode, then hold SELECT when choosing Musashi at the character selection screen to unlock a two sword attack..

KENGO: MASTER OF BUSHIDO

PLAY AS A STUDENT

Press and hold R1 + R2 + L1 + L2 when selecting a character to play as a student. Doing this trick when selecting different characters will result in different dojos and students becoming available to you.

UNLOCK HIDDEN CHARACTERS

Defeat all of the opposing dojos in Single Player Mode to unlock all of the hidden Dojo Masters in the Versus and Tournament Modes. You'll be glad that you did when you get to fight as them!

CONFUSE OPPONENT

During Versus Mode, repeatedly press ✕ + ○ to confuse your opponent into thinking you're about to attack when you aren't.

KESSEN

PLAY AS THE WEST

Successfully complete the game as the East to play the game through again as the West.

UNLOCK BATTLE MODE

Successfully complete the game as the East and the West and a new option will be unlocked that allows you to choose your battle.

KINGDOM HEARTS

ALTERNATE ENDING SEQUENCE

Successfully complete the game with all Keyholes locked (including The Book Of Pooh), 99 Dalmatians rescued, the Hades Cup won and the Ultima Weapon to view the game's true ending sequence.

HIDDEN TRAILER

Wait until the credits have finished rolling to view an epilogue of what happens to Sora, Donald and Goofy after the worlds come back. After that, there is a 'Special Secret' which seems to be a hidden trailer for a sequel.

EXPERT MODE

At the beginning of the game when asked to choose the difficulty setting, select 'Difficult.' Then when you are in the room with the sword, staff and shield, choose the sword. This is considered 'expert' mode.

L IS FOR...

LEGACY OF KAIN: BLOOD OMEN 2

CHEAT DEATH

Press L1, R1, L2, R2, □, ○, △ at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armour, which should help out.

DRAW WEAPON DURING A JUMP ATTACK

During your jump attack, hold L2 then select 'Berserk.' Release L2 and then hold R1. Kain should now draw his weapon and hit any nearby enemies with it – it comes in very handy.

LEGACY OF KAIN: SOUL REAVER 2

BONUS MATERIALS

At the Main Menu press ←, △, →, △, ↓, ○, ✕. If the code has worked you'll start the game with all of the bonus materials unlocked. If you access one of the menus whilst entering this code, simply try again.

LEGACY OF KAIN: DEFIANCE

Pause the game and enter any of the following cheats.

INVINCIBILITY

↑, ↓, →, ↓, R1, R2, ↓, △, L1

MAX STATS

←, →, ←, →, R1, L1, ○, △, ↓

ALL POWER-UPS

←, ←, ↑, ↑, L1, R2, ○, ↓, △

ALL COMBOS

→, ↓, ↑, ↓, ↓, R1, △, ○, ↓

INFINITE REAVER CHARGE

↓, ↓, ↑, ←, R1, R2, ↓, △, ○

UNLOCK DARK CHRONICLES

R1, ↓, R2, L1, →, R2 △, ↓, L1

UNLOCK BONUSES

R2, ↓, L2, R1, ←, L2, ↓, L1, △

CARTOON KAIN

↑, ↓, ↑, ↓, R1, R2, ↓, ○, △

WIREFRAME MODE

L1, ↓, L1, ↑, R1, L2, L1, ↓, △

REMOVE TEXTURES

L1, ↓, R2, →, R2, ↑ △, L1, ↓

LEGENDS OF

NOT STIRRED

JAMES BOND: EVERYTHING OR NOTHING

HERE'S HOW TO GET ABSOLUTELY EVERYTHING RATHER THAN NOTHING.

CHEAT CODES

Complete a specific number of Platinum objectives to unlock various cheats. Once unlocked, the cheats can be used by entering them at the Pause Menu.

CHEAT	NO OF PLATINUMS	CODE
Golden Gun	01	○△✕○△
Improved Traction	03	○✕✕□△
Improved Battery	05	○□□✕○
Double Ammo	07	○○✕○△
Double Damage	09	○△△□○
Full Ammo	11	○○△□□
Cloak	13	○△✕△□
Full Battery	15	○△△✕○
All Weapons	17	○△✕✕○
Unlimited Battery	19	○□○□△
Unlimited Ammo	23	○✕□✕○
Slow-mo Driving	25	○□△✕△
Platinum Gun	27	○□□○✕

REWARDS

The rewards you can unlock and how many 'Gold 007' ranks are required to unlock them can be viewed by selecting the 'Unlocks' Menu.

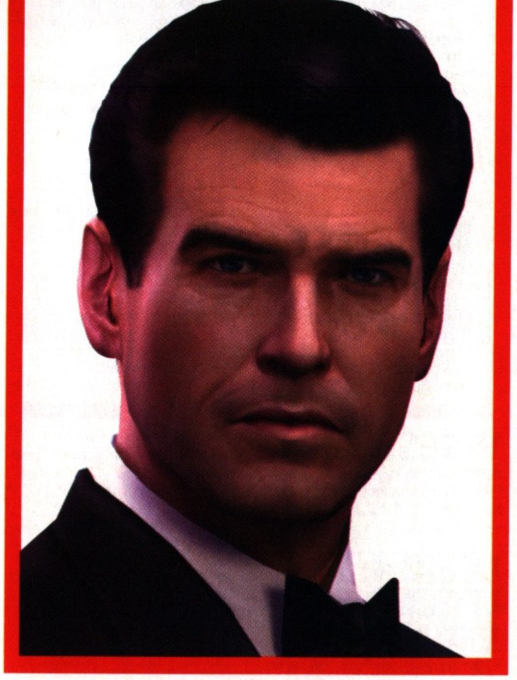
BONUS GAMES

Complete all the single player levels to unlock the MI6 Combat Simulator and MI6 Survival Test bonus games.

MULTIPLAYER EXTRAS

By scoring the specified number of 'Objective Points' in the Cooperative Multiplayer mode, you can unlock the following selectable characters and arenas for use in Multiplayer mode.

UNLOCKS	POINTS
Cistern arena	30
Baron Samedi	50
Odd Job	70
Egypt Commander	90
Hazmat Guard	110
Mya	130
Test Lab arena	160
Egypt Guard	180
South Commander	210
Moscow Guard	230
Le Rouge	260
003	290
Katya Jumpsuit	320
Serena	350
Burn Chamber arena	370
Diavolo Moscow	400
Serena (alternate)	430
Miss Nagai	450



RING STING

THE LORD OF THE RINGS: THE RETURN OF THE KING

STICK IT TO SAURON WITH THESE TOP QUALITY CODES...

Pause the game, hold L1 + L2 + R1 + R2 and enter any of the following codes to give the relevant character an extra 1,000 experience points. You can enter the code as many times as you like for fast level-ups.

CHARACTER	CODE
Aragorn	↑, ⊡, △, ⊗
Frodo	△, ⊗, ↓, ⊗
Gandalf	◎, △, ↑, ↓
Gimli	◎, ◎, △, ⊗
Legolas	⊗, △, ↑, ⊗
Sam	△, ⊗, ↓, ⊗

Just like the last game, once you finish ROTK, you unlock special cheat codes.

RESTORE HEALTH
⊡, ⊡, ◎, ◎
PERFECT MODE
◎, ↓, △, ⊗
ALWAYS DEVASTATING
△, ↑, △, ↓
ALL UPGRADES
↑, ↓, △, ⊡
INFINITE MISSILES
⊡, ⊡, ↓, ◎
INVULNERABLE
⊡, ◎, ⊡, ↑
TARGETING INDICATOR MODE
↓, ◎, ↑, ⊡

Pause the game and enter the codes for the desired effect.

UPGRADE ARAGORN TO LEVEL 8
Hold down L1, L2, R1, R2 and then press ↑, ⊡, △, ↑.

ARAGORN THREE-HIT COMBOS
Hold down L1, L2, R1, R2 and press ⊡, ↓, ◎, ↑. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN FOUR-HIT COMBOS
Hold down L1, L2, R1, R2 and press ↑, ⊡, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN'S SPECIAL ABILITIES
Hold down L1, L2, R1, R2 and press ↓, ◎, △, △. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE ARAGORN'S ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, ⊡, ⊡, △.

FARAMIR GAINS 1K EXP POINTS
To get Faramir 1,000 big ones, hold L1, L2, R1, R2 and then press ⊡, △, ↑, ⊡.

UPGRADE FARAMIR TO LEVEL 8
Hold L1, L2, R1, R2 and press ◎, ◎, ◎, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FARAMIR'S ARROW SUPPLY
Hold L1, L2, R1, R2 and press △, ↑, ⊗, ⊗. Just the job.

LEVEL 8 FRODO
Hold L1, L2, R1, R2 and press ◎, ◎, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FRODO'S THROWING BLADE SUPPLY
Hold L1, L2, R1, R2 and press △, △, △, ◎. A-blade-zing.

LEVEL 8 GANDALF
Hold L1, L2, R1, R2 and press ◎, ⊡, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF THREE-HIT COMBOS
Hold L1, L2, R1, R2 and press ↓, ⊗, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF'S SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press ↑, ↓, △, ◎. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE GANDALF'S MAGIC MISSILE SUPPLY
Hold down L1, L2, R1, R2 and then press △, ↓, ⊗, ⊡.

LEVEL 8 GIMLI
Hold L1, L2, R1, R2 and press ⊗, ◎, ↓, ⊡. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE GIMLI'S THROWING AXE SUPPLY
Hold down L1, L2, R1, R2 and then press ◎, ◎, ◎, ⊗.

LEVEL 8 LEGOLAS
Hold L1, L2, R1, R2 and press ⊡, ↑, ↑, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

LEGOLAS' SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press △, ◎, ⊗, ◎. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE LEGOLAS' ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, △, △, ↓.

MERRY GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press ↓, ↓, ⊡, ⊗.

LEVEL 8 MERRY
Hold L1, L2, R1, R2 and press ↓, △, ⊗, ⊡. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE MERRY'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ⊡, ◎, ◎, △.

PIPPIN GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press △, ⊗, ⊡, ⊗.

LEVEL 8 PIPPIN
Hold L1, L2, R1, R2 and press ⊡, ↑, ↑, ◎. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE PIPPIN'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ↑, ◎, ↓, ⊡.

LEVEL 8 SAM
Hold L1, L2, R1, R2 and press ◎, ◎, △, △. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE SAM'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ⊗, ⊗, ◎, ⊗.

UNLOCK FARAMIR
Begin a game as any character, pause, hold L1, L2, R1, R2 and press ⊗, ⊗, △, △. Faramir will now be unlocked at the character select screen.

UNLOCK FRODO
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press △, ◎, ◎, ◎. Frodo will now be unlocked at the character select screen.

UNLOCK MERRY
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press ⊗, ↓, ↓, ⊗. Merry will now be unlocked at the character select screen.

UNLOCK PIPPIN
Hold L1, L2, R1, R2 and press △, ◎, ⊡, ↓. Pippin will now be unlocked at the character select screen.

WRESTLING

At the Main Menu, enter this code to unlock every wrestler that the game has to offer: ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, ⊡.

LEGION: THE LEGEND OF EXCALIBUR

To bolster your battalions and live an eternal life, enter any of the following codes during play to help you on your way.

Restore health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑,
1000 of Arthur's soldiers
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
1000 of Gwenevere's soldiers
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

LE MANS 24 HOURS

Enter the following codes as a racer's name in Championship Mode and then return to the Main Menu to activate the cheat.

All tracks
SPEEDY
All cars
ACO
All Championships
NUMBAT
Le Mans Mode
WOMBAT

LMA MANAGER 2002

To become an instant 'Fergie', simply enter these cheat codes as names...

More money
MINTED
Auto-select tactics
NO BRAINER
90% skill
AWESOME
Run faster
HYPERACTIVE
Win every game
RUN OF FORM
Buy any player
FANTASY
Fast stadium construction
QUICK DRY
Quick healing
HEALING HANDS
Blind referee
MUST BE BLIND

LMA MANAGER 2003

The codes for this game are matched to the unique user ID of each game which will vary. The following codes will only work with games that have the same user ID. To get a new user ID, keep starting a new game or if you want to keep the same one, make sure you have an LMA Manager 2003 saved game and follow these steps: First start a game with a memory card in slot one. Get to the name entry screen. Get the cheat codes for that user ID and make a note of them. Then, enter the codes one at a time as your name. After activating the desired codes, progress to the main game. As soon as it loads, save your game. This will now also keep your unique ID. If you ever need or want to start a new game, as long as you do not delete the saved game (just overwrite it), you will have the same unique id for whatever team you pick and you won't have to get a new set of cheat codes. Got that? Okay, enter the following as manager names. We have included the ID code where we know it...

Start with £500,000,000
LMA2003A
ID: Unknown
Low gravity
LMA2003B
ID: Unknown
Win all matches
LMA3DJEMWR
ID: 1791
Win all matches
LMA3JCXSLP
ID: 2321
Win all matches
LMA3CZIREA
ID: Unknown
No yellow/red cards
LMA3CZISLP
ID: 1791
No yellow/red cards
LMA3FZYMWR
ID: 2321
All injuries heal in 1 day
LMA3LUBYHY
ID: 1791
All injuries heal in 1 day
LMA3SHHHWL
ID: 2321
All injuries heal in 1 day
LMA3ZUPRKV
ID: Unknown
Build stands in 1 day
LMA3TLHXCJ
ID: 1791
Build stands in 1 day
LMA3RWMYZF
ID: 2321
Build stands in 1 day
LMA3UYRDLS
ID: Unknown
All players are free
LMA3MVQVRU
ID: 1791
All players are free
LMA3LWHHHS
ID: 2321
All players are free
LMA3HKAFLG
ID: Unknown
Players never age
LMA3LSDBBR
ID: 1791
Players never age
LMA3LJFUXH
ID: 2321
Players never age
LMA3TYKCAF
ID: Unknown
Player morale max
LMA3MMMGYP
ID: 1791
Super coaching
LMA3LJLREA
ID: 1791
Super coaching
LMA3PVARKV
ID: Unknown
Faster players
LMA3OKTOOY
ID: Unknown

THE LORD OF THE RINGS: THE TWO TOWERS

To enter these codes, pause the game at any time, hold L1 + L2 + R1 + R2 and then press the following buttons...

Restore health
△, ↓, ⊗, ↑
Restore ammo
⊗, ↓, △, ↑
Add 1000 exp
⊗, ↓, ↓, ↓
Level 2 skills
◎, →, ◎, →
Level 3 skills
△, ↑, △, ↑
Level 4 skills
⊡, ←, ⊡, ←
Level 5 Skills
⊗, ⊗, ↓, ↓
Invincibility*
△, ⊡, ⊗, ◎
Unlimited missile weapons*
⊡, ◎, ⊗, △
Devastating attacks*
⊡, ⊡, ◎, ◎
All combo upgrades*
△, ◎, △, ◎
Small enemies*
△, △, ⊗, ⊗
Slow motion*
△, ◎, ⊗, ⊡

* The game must be completed first before these codes can be enabled.

M IS FOR...

MADDEN NFL 2001

MADDEN CARDS

There are three different values of cards: Gold (four), Silver (two) and Bronze (one). The cards each serve one use, except for stadium cards, team cards and historial player cards.

The other cards are for unlocking cheat codes and boosting player stats. Gold cards last for an entire half, Silver cards for a single quarter and Bronze cards a single play. These cards are purchased with Madden tokens, which are earned by accomplishing certain feats in the game. The are five levels of feats to acheive and you get more tokens for acheiving them on a harder difficulty level. To get these Madden cards, make sure that 'Madden Cards' are enabled in the Options Menu or on the Profile Select Screen.

THE 297TH CARD

If you collect all 296 cards, the 297th will be John Madden himself. The value of this card is 2500 points and you can sell this card and buy a new entire pack – which also contains the 297th card! Sell and buy as many times as you want and get a stack of points.

CARD SHARK

You can get all of the cards without playing more than a few games. All you have to do is make two user accounts – one you plan on keeping and another just to use. Play one or two games with each created account giving them at least 100 Madden points each. Save each one and reset your PS2. When you restart, open your Madden cards screen and buy at least one pack of cards for each account. Then trade all the cards you want from your dummy account to your permanent account. Exit and the game will prompt you to save. Do so and the Save Screen will appear. Only save the permanent account and reset your PS2 again. Buy a pack with the dummy account and trade again then be sure to only save the permanent account and reset your PS2 for a third time. Repeat this process as many times as you need. You should get at least 14 cards each time.

ALWAYS WIN COIN TOSS

To always opt to receive the kick-off, press START before anything appears on the coin toss screen and you'll win every time!

MARK OF KRI

INVINCIBLE RAU

Press ⊡, ◎, ⊗, ⊡, ◎, ⊡, ⊗, ◎, ⊗, ⊡, ◎, ⊗ at the 'Press Start' screen. Now enter the 'Cheats' section at the Sage and the last card will be Invincible Rau. Press ⊗ to activate the code and get hacking away without fear of death.

MORE CODES

Enter the following at the 'Press Start' screen:...

Full health power
⊗, ⊗, ⊗, ⊗, ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎
Unlimited arrows
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ⊡, ⊡, ⊗
Stronger opponents
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ◎, ◎, ⊗

MATT HOFFMAN'S PRO BMX 2

Cor blimey! No sooner had we completed the second instalment of our guide when these brand-new cheat codes were being peddled. They enable you to unlock all the secret characters and plenty more besides! Simply enter them on the Press Start Screen and you'll hear a sound to confirm correct entry.

Unlock Elvis gear
◎, L1, L1, ↑, ↑
Unlock padded gear
◎, △, ←, →, ←, ◎
Unlock Day Smith
△, ↑, ↓, ↑, ↓, ⊡
Unlock Vanessa
△, ↓, ←, ←, ↓, ⊡
Unlock Big Foot
△, →, ↑, →, ↑, ⊡
Unlock Volcano
△, ↑, ↑, ⊗, ↑, ↑, ⊗
Unlock The Mime
△, ←, →, ←, →, ←
Unlock Tiki Battle
L1, L1, ↓, R1, ⊗, L1
Unlock Day Flatland movie
R1, ◎, ←, ←, ⊡, →, →, R1
Unlock Big Ramp movie
R1, ↑, ↓, ←, ⊗, ⊗, ⊗, R1

MAXIMO

GALLERY MODE

If you get kisses from all four of the Sorceresses and then complete the game you will unlock this mode.

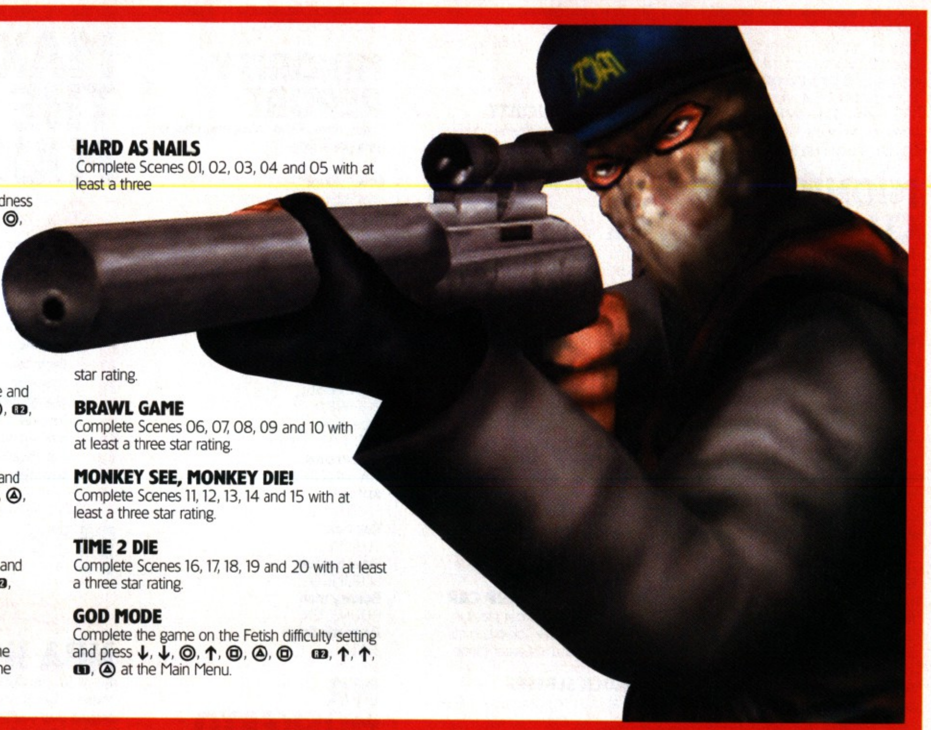
MASTERY LEVEL

You need a 100 percent rating on every level to be able to play this special mode.When you get low on

HUNT THEM DOWN

MANHUNT

DEAL OUT HORRIFIC DEATH WITH THESE CHEATS...



UNLOCKABLE CODES

NOTE: The following codes must be unlocked before they can be activated. To unlock the codes you must complete the specific consecutive scenes on the Hardcore difficulty setting with a five star rating. Codes can be checked at the Bonus Features screen and once unlocked can be entered at the Main Menu screen.

RUNNER

Complete Scenes 01 and 02 (Born Again and Doorway Into Hell) and press R2, R2, L1, R2, ←, →, ←, → at the Main Menu.

SILENCE

Complete Scenes 03 and 04 (Road To Ruin and White Trash) and press R1, L1, R2, L1, →, ←, ←, ← at the Main Menu.

REGENERATE

Complete Scenes 05 and 06 (Fueled By Hate and Grounds For Assault) and press R2, →, ◎, R2, L2, ↓, ◎, ← at the Main Menu.

HELIUM HUNTERS

Complete Scenes 07 and 08 (Strapped for Cash and View Of Innocence) and press R1, R1, △, ◎, □, L2, L1, ↓ at the Main Menu.

FULLY EQUIPPED

Complete Scenes 07 and 08 (Drunk Driving and Graveyard Shift) and press R1, R2, L1, L2, ↓, ↑, ←, ↑.

SUPER PUNCH

Complete Scenes 09 and 10 (Mouth Of Madness and Doing Time) and press L1, △, △, △, ◎, ◎, ◎, R1.

RABBIT SKIN

Complete Scenes 11 and 12 (Kill The Rabbit and Divided They Fall) and press ←, R1, R1, △, R1, R1, □, L1 at the Main Menu.

MONKEY SKIN

Complete Scenes 13 and 14 (Press Coverage and Wrong Side Of The Tracks) and press □, □, R2, ↓, △, □, ◎, ↓ at the Main Menu.

INVISIBILITY

Complete Scenes 15 and 16 (Trained To Kill and Border Patrol) and press □, □, □, ↓, □, △, ◎, ↑ at the Main Menu.

PIGGSY SKIN

Complete Scenes 17 and 18 (Key Personnel and Deliverance) and press ↑, ↓, ←, ←, R1, R2, L1, L1.

EXTRA SCENES

Earn at least a three star rating on each of the following sequences of scenes to unlock some mini-games.

HARD AS NAILS

Complete Scenes 01, 02, 03, 04 and 05 with at least a three star rating.

BRAWL GAME

Complete Scenes 06, 07, 08, 09 and 10 with at least a three star rating.

MONKEY SEE, MONKEY DIE!

Complete Scenes 11, 12, 13, 14 and 15 with at least a three star rating.

TIME 2 DIE

Complete Scenes 16, 17, 18, 19 and 20 with at least a three star rating.

GOD MODE

Complete the game on the Fetish difficulty setting and press ↓, ↓, ◎, ↑, □, △, □ R2, ↑, ↑, L1, △ at the Main Menu.

lives, armour or keys, use a Save Pool and return to The Boneyard. Play the level until your stocks are replenished and then return from whence you came.To get more fairies from the grave stones in Maximo, find a stone and hit it with a Jumping Sword Attack (press ⊗, ⊗, △), and five fairies will appear instead of the usual two. This makes collecting the 50 fairies required for a red coin much easier.

MAX PAYNE

Make Max's world a brighter place with these cheats...

INFINITE HEALTH

Pause the game during play. Now press L1, L1, L2, L2, R1, R1, R2, R2. You will need to re-enter this cheat at certain points in the game so keep an eye of for when it stops working.

ALL WEAPONS

Pause the game during play. Now press L1, L2, R1, R2, △, ◎, ⊗, □. You will also find yourself in possession of full ammo and eight Painkillers.

LEVEL SELECT

Press SELECT during play to return to the Main Menu.
Now enter: ↑, ↓, ←, →, ↑, ←, ↓, ◎.
Bear in mind that this cheat only works once you've got past the first Chapter of Part One.

MAX PAYNE 2

UNLOCK EVERYTHING

Start a game and press □,□,□,⊗,←,→,←,→,□,□,□,⊗,←,→,←,→. Now press START + SELECT to return to the main menu and select the 'New Game' option. Two new ,difficulty settings; two mini-games (New York Minute and Dead Man Walking) and a level select option (Jump to Chapter) are all unlocked.

MDK2: ARMAGEDDON

INVINCIBILITY

Pause the game at any time, then hold L2 + R2 and press ↑, ↑, ↓, ↓, ←, ←, →, →, □, △, □, △. Then finally hold down y until the pause screen disappears and you will instantly become invincible.

SLOW MOTION MODE

Begin a new game with Max and then hold R2 and press ↑, ↑, ↑, ↑. The action will now be slower.

KURT IN BOXER SHORTS

At the main menu, hold L2 + R2 and press □, □, △, □. Kurt will now appear in the game in only his pants!

MEDAL OF HONOR: FRONTLINE

Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will flash green. Now go to the Bonus section and from here you can toggle the cheats on or off.

Mohton Torpedo	TPDOMOHTON
Silver Bullet:	WHATYOUGET
Bullet Shield:	BULLETZAP
Perfectionist:	URTHEMAN
Invisible Enemy:	WHERERU
Achilles Head:	GLASSJAW
Rubber Grenades:	BOING
Men With Hats:	HABRDASHR
Get Gold Star:	MONKEY
Snipe-O-Rama:	LONGSHOT

We have also hunted down a Master Code that unlocks all missions, cheats and extras in the blink of an eye. Simply go to the 'Passwords' screen in Options and enter DAWOIKS. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Bonus' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press START and you'll be able to view several behind the scenes shorts. Now you can skip that mission where the nasty Germans have had you pinned down for an eternity and get on with the small feat of liberating Europe single-handed.

MEN IN BLACK 2: ALIEN ESCAPE

Enter any of the following codes on the 'Press Start' screen and the lettering will flash to confirm it has been correctly entered and has been activated.

Invincibility
→, ⊗, R1, △, ↑, L2, ⊗, ←, L1, ◎, ⊗, R2
All weapons
↑, ↓, ⊗, □, R1, △, △, ←, ◎, L1, L1, →
Level select
R2, △, ←, ◎, □, L2, ←, ↑, ⊗, ↓, L2, □
Full bolt
←, →, ↑, ↓, L1, ◎, △, R2, ←, ↓, □, □
Full spread
L2, R1, ◎, L2, ↓, ↑, L1, → ,← , ⊗
Full homing
→, ↑, □, L1, ←, ←, L1, ←, ◎, ←
Full beam
←, ◎, △, →, L1, □, ←, R1, R1, △
Full area effect
←, ⊗, △, ↑, ⊗, ↓, □, L2, ←, R2
No power-up drops
↓, ↑, ⊗, □, ↓, ↑, ⊗, □, L1, L2, □, ◎
Boss mode
R1, △, ↓, ↓, ⊗, L2, ←, □, →, △, R2, L1
Training missions
□, ↑, L2, ←, △, ⊗, R2, ◎, →, R1, □, ◎
Agent data
↑, ↓, ◎, R2, ←, L2, →, ⊗, R2, □, ↑, R1
Alien data
□, L1, ◎, L2, ↓, △, R1, →, ⊗, ←, R2, △
'Making Of' feature
◎,R2,L2,◎,△,↓,□,⊗,→,L1, ⊗,↑

MICRO MACHINES

MICRO SOCCER

Find the three hidden stars located in Beachside GP in Single Player Mode. They are located (1) to the left outside of the submarine helmet, (2) behind the sand castle before the beach ball and (3) underneath the first jump at the very beginning.

MICRO MARBLE

Find the three hidden stars located in 911: Emergency GP. (1) at the first sewerage drain to the right at the start, (2) among the group of boxes close to the start, and (3) behind a wall after going down a flight of stairs.

BIG HEADS

Find the three hidden stars located in This Ol' House GP in Single Player Mode. They are located (1) behind the jack-in-the-box close to the start, (2) in a bon-bon located on the wooden planks above where it's possible to see the man taking a bath down below, and (3) in a pipe that is located directly after the big spider – the star should be to the right straight after you go through the pipe.

MIRROR TRACKS

Find the three hidden stars located in Toy Town Sci Fi GP in Single Player Mode. They are located (1) after the first teleport go left, there should be one located on underneath a pipe and next to a cup, (2) after going through the first teleport, another star is located to the right on a arm of a chair, and (3) a star is located behind a pillar to the right of the speed up.

CONCEPT ART

Find the three hidden stars located in Jungle Jamboree GP in Single Player Mode. They are located (1) behind the first jump, (2) after passing the first check point do a 90° left turn and go in the square hole that is covered in fire (a short cut), and after going through the short cut go ahead a bit more, and (3) the last one should be visible behind a broken statue head.

COLOUR TINT

Find the three hidden stars located in Hoedown GP in Single Player Mode. They are located (1) in the first party popper after going up the conveyer belt, (2) underneath the tapping foot of the woman with hairy legs, and (3) at the end of driving the hay bails road drop down slowly and land on the hay bail – below that is another star.

BIRD'S EYE

Find the three hidden stars located in Perilous Places GP in Single Player Mode. They are located (1) behind the grenade immediately after the moving piston, (2) in a lava rock along the lava path, and (3) at the three quarters point of the lap, after going up a hill where there red barrels are around, go to the left for the star.

EARN THE TEAM

100% GUNISHMENT

MEDAL OF HONOR: RISING SUN

DEFEAT THE YELLOW PERIL WITH THESE CHEATS...

ACHILLES HEAD MODE	MANDARIN
ALWAYS SNIPER MODE	PUFFER
BULLET SHIELD MODE	TANG
PERFECTIONIST MODE	HOGFISH
RUBBER GRENADES MODE	DAMSEL
BIG ARM MODE	SPINEFOOT
HAT MODE	SEAHORSE
SILVER BULLET MODE	TILEFISH
UNLIMITED AMMO	GOBY
UNLOCK ALL MISSIONS	BUTTERFLY
ALL REPLAY ITEMS	GARIBALDI

Find the three hidden stars located in Graveyard GP in Single Player Mode. They are located (1) behind a rock just before the bridge with the skeleton, (2) destroy the sail on the coffin path next to the sign 'Bob Fat and Bald 1802–1852' and (3) in a secret short-cut located right of the fast forward power-up after the man in the jail cell.

MIDNIGHT CLUB 2

To enter any of the codes, select Cheat Codes from the Options Mode Menu. Note: Codes are case sensitive – press L2 to toggle between upper and lower case text when inputting them.

rimbuk
Unlocks everything in Arcade Mode (all cities, all vehicles, weapons, no damage, unlimited nitrous).
theCollector
Unlocks all vehicles in Arcade Mode and all available vehicles in Career mode (i.e. not the cop cars or the SLF450x).
pennyThug
Unlocks all cities and vehicles in Arcade Mode.
Globetrotter
Unlocks all cities in Arcade Mode.
immortal
Unlocks weapons (fired with L3 and R3), no damage and unlimited nitrous in Arcade Mode.
savethekids
Unlocks weapons (fired with L3 and R3) in Arcade Mode.
gladiator
Unlocks no damage in Arcade Mode.
carcrobatics
Enhances 'In-Air' control.

CHANGE DIFFICULTY

Enter any of the following codes to change the difficulty of the game if you want a challenge. Zero is the easiest setting and nine is the toughest.

CODE

howhardcanitbe0
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8

UNLOCK LA COP CAR

Win all the Los Angeles circuit races in Arcade Mode. It cannot be used in Career Mode.

UNLOCK PARIS COP CAR

Win all the Paris circuit races in Arcade Mode. The Paris cop car cannot be used in Career Mode.

UNLOCK TOKYO COP CAR

Win all the Tokyo circuit races in Arcade Mode. The Tokyo cop car cannot be used in Career Mode.

UNLOCK SLF450X

Win all the circuit races in LA, Paris and Tokyo in Arcade Mode. It can't be used in Career Mode.

SNAKES ALIVE

METAL GEAR SOLID 2: SUBSTANCE

THE BEST METAL GEAR GAME YET. AND ALL THE SNEAKY THINGS YOU CAN DO IN IT.

Just in time for Easter, a selection of delicious eggs for Snake's sneaky compendoium! Simply complete the game under the following conditions to reap these rewards

PHOTOGRAPH MODE

Complete Bomb Disposal, Hold Up and Eliminate Modes

CASTING THEATRE OPTION

Complete Sons Of Liberty on any difficulty

NINJA RAIDEN

Complete 50% of the VR missions as Raiden

RAIDEN X

Complete 100% of the VR missions as Raiden and Ninja Raiden

PLISKIN

Complete 50% of the VR missions as Snake

TUXEDO SNAKE

Complete 100% of the VR missions as Pliskin

ORIGINAL SNAKE

Complete 100% of the VR missions as Snake, Pliskin, Tuxedo
Snake, Raiden, Ninja Raiden and Raiden X.

ALTERNATE ENDING SEQUENCE

Successfully complete a Snake Tale to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.

MINORITY REPORT

Enter one of the following cheats as a passcode.

Level select
PASSKEY
Level skip
QUITER
All combos
NINJA
All weapons
STRAPPED
Max ammo
MRJUAREZ
Max damage
SPINACH
Extra health
BUTTERUP
Free aim
FPSSTYLE
Pain arenas
MAXIMUMHURT
Armour
STEELUP
Rag doll
CLUMSY
Slow motion
SLIZOMIZO
Bouncy men
BOUNZMEN
Dramatic finish
STYLIN

MR MOSKEETO

We don't know what Eidos were thinking with this really rather odd game, but here are some codes that don't suck!

MOTHER MOSQUITO

On the Character Select Screen, hold L1 and press ↑, →, ←, ↓, ⊡, ⊡, R1, R1, R1. If the code has worked you'll hear a shout.

FATHER MOSQUITO

At the Character Select Screen, enable the Mother Mosquito code. Then, hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2. If the code has worked you will hear a shout.

DOCTOR MOSQUITO

At the Character Select Screen hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2

HIDDEN GAME

If you get bored of blood sucking in *Mr Moskeeto*, then we've got the buzz on a brand-new game you can unlock from within. To access it, plug in a second controller and hold START + SELECT on it after turning on the PS2. When the game eventually loads, a new mini-game will have replaced the mosquito madness in which two players battle it out to ram each other off a cliff using bicycles.

Yes, it is as odd as it sounds! You can push ⊡ to move forward, ⊗ to jump and, when your power meter is full, you can also press △ to unleash a super charge attack. Another way to access this game is to hold L2 and continuously rotate the Right analogue stick clockwise at the title screen, but however you access it, you'll wish you hadn't! Fun for aproximately one minute and that's all really!

MUSIC 3000

EXTRA SKIN 1

SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →

EXTRA SKIN 2

SELECT, ←, ←, →, →, ←, ←, →, →, ←, ←, →, →

EXTRA SKIN 3

SELECT, ←, ←, ←, →, →, →, ←, ←, ←, →, →, →

EXTRA SKIN 4

SELECT, ←, ←, ←, ←, →, →, →, →, ←, ←, ←, ←

PAYNE-FUL

MAX PAYNE 2: THE FALL OF MAX PAYNE

BULLET TIME KILLING MADE EASY.

EXTRA DIFFICULTY MODES

Complete the game once to unlock the Hard Boiled (enemies always set to their toughest level) and Dead On Arrival (enemies always set to their toughest level and a limited number of saves per level) difficulty settings.

UNLOCK MINI-GAMES

Complete the game once to unlock the New York Minute and Dead Man Walking mini-games.

ALTERNATE ENDING

Complete the game on the Dead On Arrival difficulty setting.

FREE SONG

SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →

N IS FOR...

NBA HOOPZ

Go to the Vs Option and enter these codes just before the game begins and you'll be treated to some out of the ordinary court action:

Infinite turbo
⊡, ⊡, ⊡, ⊗, ◎, ◎, ↑
No goal tending
⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, ←
Tiny heads
⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ←
No fouls
⊡, ⊡, ⊗, ⊗, ◎, ◎, →
Tiny players
⊡, ⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ←
Granny shots
⊡, ⊗, ⊗, ◎, ←
Beach court
⊗, ⊗, ◎, ◎, ◎, ←
Street court
⊡, ⊡, ⊡, ⊗, ⊗, ←
No hotspots
⊡, ⊡, ⊡, ◎, ↑
Show shot %
⊗, ◎, ↓
Show hotspot
⊡, ⊗, ↓
Big heads
⊡, ⊡, ⊡, →
ABA ball
⊡, ⊗, ◎, →
Midway uniform
◎, ◎, ◎, ◎, →
Home uniform
⊗, ◎, ◎, ◎, ◎, →
Away uniform
⊗, ⊗, ◎, ◎, ◎, ◎, →
Alternate uniform
⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, →

NBA STREET

CHEAT MODE

Enter the following icons as codes to accessed the desired cheat in the main game...

No turbo
Deck/Mic/Mic/Board
Authentic uniforms
Ball/Ball/Deck/ Deck/Up
Casual uniforms
Deck/Deck/Ball/ Ball/Up
ABA Socks
Mic/Mic/Mic/Mic/Up
Tiny players
Mic/Ball/Mic/Ball/Up
Big heads
Mic/Deck/Shoe/ Deck/Up
Tiny heads
Mic/Shoe/Ball/ Shoe/Up
Less blocks
Board/Deck/Shoe/ Board/Up
Less steals
Board/Deck/Mic/ Ball/Up
No player indicators
Mic/Ball/Ball/Mic/Up
No shot indicator
Mic/Board/Shoe/ Mic/Up
No shot clock
Mic/Mic/Ball/ Board/Up
No alley-oops
Board/Mic/Deck/ Shoe/Up
No two-pointers
Board/Board/Ball/ Board/Up
No auto replays
Deck/Shoe/Deck/ Deck/Up
WNBA Ball
Ball/Deck/Shoe/ Ball/Up
EA Big Ball
Ball/Deck/Mic/ Ball/Up
Beach ball
Ball/Deck/Deck/ Shoe/Up
Football
Ball/Shoe/Deck/ Ball/Up
ABA Ball
Ball/Deck/Deck/ Ball/Up
Medicine ball
Ball/Deck/Deck/ Board/Up
NuFX ball
Ball/Deck/Board/ Ball/Up
Volleyball
Ball/Deck/Deck/ Mic/Up
Mega dunking
Board/Ball/Deck/ Ball/Up
No dunks
Board/Ball/Deck/ Shoe/Up
More gamebreakers
Deck/Mic/Board/ Shoe/Up
Less gamebreakers
Deck/Board/Mic/ Shoe/Up
No gamebreakers
Deck/Mic/Mic/ Shoe/Up
Springtime Joe 'The Show'
Deck/Deck/Ball/ Deck/Up
Summertime Joe
Deck/Ball/Ball/ Deck/Up
Athletic Joe
Deck/Shoe/Ball/ Deck/Up
Captain Quicks
Board/Ball/Shoe/ Deck/Up
Explosive rims
Deck/Shoe/Mic/ Ball/Up
Harder distance shots
Shoe/Shoe/Board/ Ball/Up
Easy distance shots
Shoe/Deck/Board/ Ball/Up
Ultimate power
Board/Deck/Deck/ Ball/Up
Mad handles
Board/Shoe/Deck/ Ball/Up
Super swats
Board/Board/Deck/ Ball/Up
Sticky fingers
Board/Mic/Deck/ Ball/Up
Player names
Ball/Deck/Shoe/ Board/Up
No HUD display
Deck/Mic/Deck/ Shoe/Up
Disable all cheats
Deck/Deck/Deck/ Deck/Up

NBA SUPERSTARS

Play the City Challenge and defeat any NBA team to unlock players from their roster.

BIGGS AND BEACON HILL COURT

Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs' team to unlock him as a playable character and the Beacon Hill court.

BONAFIDE AND BROAD STREET COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him as a playable character and Broad Street as a new court to play on.

DRAKE AND THE YARD COURT

Reach the Region 3 City Challenge. Defeat Drake's team to unlock him and the Yard court.

DJ AND VENICE BEACH COURT

Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him as a playable character and you'll also unlock the Venice Beach court.

TAKASHI AND YAKATOMNI PLAZA COURT

Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him as a playable character and the Yakatomni Plaza court.

STRETCH AND RUCKER PARK COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him as a playable character and the Rucker Park court.

SSX SNOWBOARDING TEAM

To unlock the hidden SSX team, simply get ten wins in any of the in-game modes.

3LW TEAM

To unlock the hidden 3LW team, simply get 20 wins in any of the in-game modes.

NYC LEGENDS TEAM

To unlock the hidden NYC Legends team, simply get 30 wins in any of the in-game modes.

STREET LEGENDS TEAM

Win the City Circuit to unlock the Street Legends team. This comprises of Biggs, Bonafide, Drake, DJ, Takashi, Stretch and the great 'air' man, Michael Jordan himself!

TEAM DREAM

Win Hold The Court Mode by completing all of the objectives to unlock a hidden team.

NEED FOR SPEED: HOT PURSUIT 2

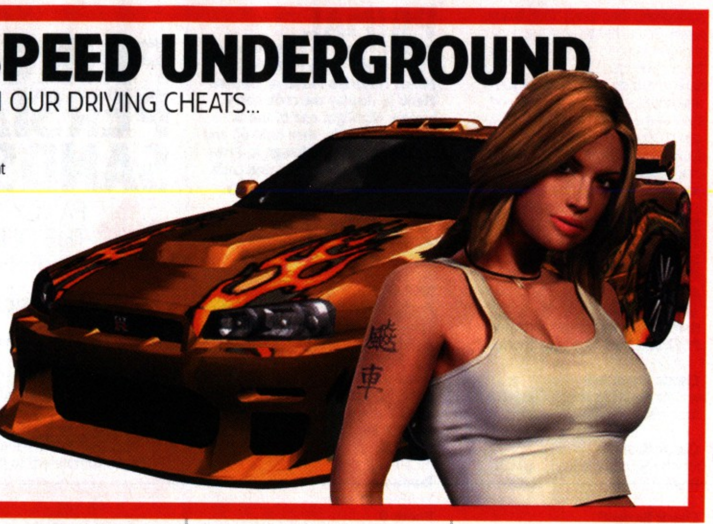
Get your sweaty mitts on a garage full of hot new motors, simply by entering any of the following codes at the Main Menu. Be warned though, you cannot save any of these ill-gotten beasts.

Aston Martin V12 Vanquish
R2, →, R2, →, △, ←, △, ←
BMW Z8
⊡, →, ⊡, →, R2, △, R2, △
Chevrolet Corvette Z06
←, R2, ←, R2, L1, R1, L1, R1
Ferrari 360 Spider
R2, ⊡, R2, ⊡, △, L2, △, L2
Ferrari F50
L1, △, L1, △, →, L2, →, L2
Ferrari F550
L1, ⊡, L1, ⊡, →, R1, →, R1
Ford Pursuit Mustang Cobra R
←, ⊡, ←, ⊡, R2, R1, R2, R1
Ford TS50
→, ←, →, ←, R2, ⊡, R2, ⊡
HSV Coupe GTS
L1, L2, L1, L2, R1, △, R1, △
Lamborgini Diablo 6.0 VT
→, R2, →, R2, R1, L1, R1, L1
Lotus Elise
△, R2, △, R2, ←, ⊡, ←, ⊡
McLaren F1
△, L1, △, L1, R1, ←, R1, ←
McLaren F1 LM
⊡, L1, ⊡, L1, △, →, △, →
Mercedes CLK GT
R2, R1, R2, R1, ←, △, ←, △
Porsche Carrera G
←, →, ←, →, R1, R2, R1, R2

NITRO-PACKED

NEED FOR SPEED UNDERGROUND

GET GO FASTER STRIPES WITH OUR DRIVING CHEATS...



UNLOCK ALL CIRCUIT TRACKS
Press ↓, R1, R1, R1, R2, R2, R2, ⊡ at the Main Menu.

UNLOCK ALL SPRINT TRACKS
Press ↑, R2, R2, R2, R1, ↓, ↓, ↓ at the Main Menu.

UNLOCK ALL DRAG TRACKS
Press →, ⊡, ←, R1, ⊡, L1, L2, R2 at the Main Menu.

UNLOCK ALL DRIFT TRACKS
Press ←, ←, ←, ←, →, R2, R1, L2 at the Main Menu.

ENABLE DRIFT PHYSICS FOR ALL RACES
Press R1, ↑, ↑, ↑, ↓, ↓, ↓, L1 at the Main Menu.

NFL QUARTERBACK CLUB 2002

UNLOCK STEVE YOUNG

Throw in excess of 5,100 yards with any single quarterback in a single season.

UNLOCK TROY AIKMAN
Beat seven of your adversaries in the Quarterback Challenge.

UNLOCK DAN MARINO
Throw in excess of 50 touchdown passes in one season with one quarterback.

UNLOCK BOOMER ESIASON
Throw 15 passes to the same team mate in the same game.

UNLOCK BERNIE KOZAR
Make five scoring passes with the same quarterback in the same match.

UNLOCK JIM EVERETT
Set a new all-time record in the Quarterback Challenge.

UNLOCK JOHN ELWAY
This legend is unlocked by rushing 2,000 yards with a single player in a single season.

UNLOCK JIM KELLY
Attempt at least 20 passes in a game and get a Quarterback rating of 105.

UNLOCK PHIL SIMS
Notch 500 passing yards in a single game.

NHL 200

SUPER DEFENSE

Enter the Create-A-Player screen and enter the names Sandis Ozolinsh, Chris Pronger or Scott Hannan. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER OFFENSE
Enter the Create-A-Player screen and enter the names Peter Forsberg, Jaromir Jagr, Keith Tkachuk, Pavel Bure, Steve Yzerman, Owen Nolan, Rob Blake, Eric Lindros or Nicklas Lidstrom. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER GOALIE
Enter the Create-A-Player screen and enter the names Patrick Roy, Dominik Hasek, Ed Belfour or Olaf Kolzig. Enter 'Yes' to use their ratings and then adjust them accordingly.

NO-ONE LIVES FOREVER

Highlight the 'Load Game' Option at the Main Menu, then hold L3 + R3 and press ⊗ to enter the 'Select Mission' screen. From here you can choose any starting point for any mission, including debriefing and training. When you're done, simply press △ to exit.

O IS FOR...

ONIMUSHA 2

UNLOCK EASY MODE

Start a game and die three times in a row. If done correctly, a new easy difficulty setting will become available. You can't get an Onimusha rank though.

UNLOCK HARD MODE
Complete the game on the Normal difficulty setting.

EASY GOLD AND SOULS
On the path before the Gold Mine, you will be attacked by some of Nobunaga's guards. Kill them and pick up the gold and souls that they drop. You can repeat it.

OBTAINING THE HEALING STONE
If you find yourself with an absolute abundance of gold, buy all the items from the shop in the town. Once you've completed the hefty transaction, talk to the shop keeper again to receive the Healing Stone.

ONI

MASTER CODE

At any time during play, press SELECT. Highlight 'Help' and then press L2, L1, L2, ⊡, ◎, ⊡. Although there is no confirmation that the code has worked, you will now be able to enter any of the following sub-codes. The Master code must be re-entered before each new code is entered.

Unlimited ammo
L2, L2, L1, L3
Ballistic ammo
◎, ◎, ◎, R3
One-hit kills
L3, R3, ◎, ⊡
Tiny characters
L3, R3, ⊡, ◎
Big characters
R3, ⊡, ◎, L3
Big heads
START, ⊡, ◎, START
Gatling guns
L2, L2, L1, L3
Unlimited Phase Cloak
L1, R3, L2, L3

CHARACTER SELECT
Enable the Master code and then press L2, L2, L2, L2. A sound will confirm correct entry. Keep pressing L2 to cycle through the characters available on the current level, each of which has special moves that are different than Konoko's. This mode is all that remains of the deathmatch mode which was removed prior to the game's release.

ONIMUSHA WARLORDS

UNLOCK ONI SPIRITS

Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavory enemies and before your energy/timer runs out.

UNLOCK ULTIMATE MODE
If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that has the combined power of your three standard swords and can kill most enemies with a single swipe!

UNLOCK EXTRA COSTUMES
Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press L2 to raise and lower your mask.If you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

GET AN 'S' RANKING
Anyone that's played a Resident Evil game will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls. As time isn't important, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly masacre them. The more souls you absorb, the better the chances of getting the top ranking are!

P IS FOR...

PARAPPA THE RAPPER 2

DIFFERENT HATS

Blue Hat
Complete the game once
Pink Hat
Complete the game twice
Yellow Hat
Complete the game thrice

RECORD SHOP
Put your yellow hat on, complete the game, and you will now have access to the Record Shop, where you can body pop to the music of your choice until all of your limbs begin to ache.

POLAROID PETE

BONUS LEVELS

Play the Fairground level and take a photograph of the elephant trunk that pops out of the tent behind the train to unlock a hidden bonus level. Then, take a photograph of the roller coaster while it's doing a loop to unlock another hidden bonus level.

PRISONER OF WAR

Enter the following codes as case-sensitive passwords to help you on your way:

All levels unlocked
ger1eng5
No levels unlocked
defaultm
All daily events
alltimes
All core events
coretimes
No core events except current
farleymydog
First person view
Boston
Overhead view
Foxy
Unlimited money or rocks
Dino

HAVING A BALL

PRO EVOLUTION SOCCER 3

THE REAL TEAM NAMES. SNEAKY STAT INCREASING. AND THE CLASSIC TEAMS. HERE NOW.

To Increase/Decrease all player's abilities by five points, select Edit Mode, choose Edit Player and then Enter Number. Input any of the following codes to +/- all player's abilities from the relevant team. Codes can be input multiple times.

INTERNATIONAL TEAMS

TEAM	+ 5	- 5
Austria	1000	2000
Belgium	1001	2001
Bulgaria	1002	2002
Croatia	1003	2003
Czech Republic	1004	2004
Denmark	1005	2005
England	1006	2006
Finland	1007	2007
France	1008	2008
Germany	1009	2009
Greece	1010	2010
Hungary	1011	2011
Ireland	1012	2012
Italy	1013	2013
Netherlands	1014	2014
Northern Ireland	1015	2015
Norway	1016	2016
Poland	1017	2017
Portugal	1018	2018
Romania	1019	2019
Russia	1020	2020
Scotland	1021	2021
Serbia and Montenegro	1022	2022
Slovakia	1023	2023
Slovenia	1024	2024
Spain	1025	2025
Sweden	1026	2026
Switzerland	1027	2027
Turkey	1028	2028
Ukraine	1029	2029
Wales	1030	2030
Cameroon	1031	2031
Egypt	1032	2032
Morocco	1033	2033
Nigeria	1034	2034
Senegal	1035	2035
South Africa	1036	2036
Tunisia	1037	2037
Costa Rica	1038	2038
Jamaica	1039	2039
Mexico	1040	2040
United States	1041	2041
Argentina	1042	2042
Brazil	1043	2043
Chile	1044	2044
Colombia	1045	2045
Ecuador	1046	2046
Paraguay	1047	2047
Peru	1048	2048
Uruguay	1049	2049
China	1050	2050
Iran	1051	2051
Japan	1052	2052
South Korea	1053	2053
Saudi Arabia	1054	2054
Australia	1055	2055
Classic Argentina	1056	2056
Classic Brazil	1057	2057
Classic England	1058	2058
Classic France	1059	2059
Classic Germany	1060	2060
Classic Italy	1061	2061
Classic Netherlands	1062	2062

CLUB TEAMS

TEAM	+ 5	- 5
Bruxelles (Anderlecht)	1063	2063
Prague (Sparta Prague)	1064	2064
North London (Arsenal)	1065	2065
WM Village (Aston Villa)	1066	2066
Lancashire (Blackburn)	1067	2067
West London Blue (Chelsea)	1068	2068
Merseyside Blue (Everton)	1069	2069
West London White (Fulham)	1070	2070
Yorkshire (Leeds United)	1071	2071
Merseyside Red (Liverpool)	1072	2072
Lloyd (Manchester City)	1073	2073
Trad Bricks (Man United)	1074	2074
Tyneside (Newcastle United)	1075	2075
North East London (Spurs)	1076	2076
East London (West Ham)	1077	2077
Azur (Monaco)	1078	2078
Bourgogne (Auxerre)	1079	2079
Aquitaine (Bordeaux)	1080	2080
Rhone (Olympique Lyonnais)	1081	2081
Languedoc (Marseille)	1082	2082
Ile de France (Paris St. Germain)	1083	2083
Nord (RC Lens)	1084	2084
Rhein (Bayer Leverkusen)	1085	2085
Rekordmeister (Bayern Munich)	1086	2086
Westfalen (Borussia Dortmund)	1087	2087
Hanseaten (Hamburg)	1088	2088
Hauptstadt (Hertha Berlin)	1089	2089
Ruhr (Schalke 04)	1090	2090
Weser (Werder Bremen)	1091	2091
Peloponnisos (Olympiakos)	1092	2092
Athenakos (Panathinikos)	1093	2093
AC Milan (AC Milan)	1094	2094
AS Rome (AS Roma)	1095	2095
Emilia Sud (Bologna)	1096	2096
Longobardi (Brescia)	1097	2097
Veneto (Chievo)	1098	2098
Lombardia (Internazionale)	1099	2099
Juventus (Juventus)	1100	2100
Lazio (Lazio)	1101	2101
Parma (Parma)	1102	2102
Umbria (Perugia)	1103	2103
Abruzzi (Udinese)	1104	2104
Museumplein (Ajax)	1105	2105
Feyenoord (Feyenoord)	1106	2106
Stadhuisplein (PSV Eindhoven)	1107	2107
Lisbonera (Benfica)	1108	2108
Puerto (Porto)	1109	2109
Esportiva (Sporting Lisbon)	1110	2110
Valdai (Spartak Moscow)	1111	2111
Old Firm Green (Celtic)	1112	2112
Old Firm Blue (Rangers)	1113	2113
Manzanares (Athletico Madrid)	1114	2114
Guadalquivir (Real Betis)	1115	2115
Galicia Sur (Celta Vigo)	1116	2116
Galicia Norte (Deportivo La Coruna)	1117	2117
Cataluna (Barcelona)	1118	2118
Chamartin (Real Madrid)	1119	2119
Donosti (Real Sociedad)	1120	2120
Naranja (Valencia)	1121	2121
Constantinahce (Fenerbahce)	1122	2122
Byzantinobul (Galatasary)	1123	2123
Marmara (Dynamo Kiev)	1124	2124
PES United	1125	2125
WE United	1126	2126
Other (Freelance Players)	1127	2127

MASTER CODE

TEAM	+ 5	- 5
All teams	1999	2999

MYTHICAL BEASTS

Creatures we know exist because we saw them in *Jason And The Argonauts*.

1. MEDUSA

Once a beautiful woman, Medusa was punished by Athena for playing hide the sausage with Poseidon. Her hair became a nest of vipers, her body became that of a snake, and she was made so repulsively ugly she turned to stone anyone who looked at her. Still, apparently she had a cracking personality.

2. CYCLOPS

Triangle-nosed Oxford graduates go on about Cyclops being wonderfully portrayed in Homer's *Odyssey*. Like anyone cares about that. The fact he had only one eye and gorged on human flesh is what really matters.

3. YETI

Hulking beast that pads around the Himalayas. Sure, no one's actually *seen* it, but that hasn't stopped the Nepalese government declaring it real – so real it's on their stamps.

4. MINOTAUR

When your mum gets it on with an, erm, bull, you're bound to be a little messed up, and the bull-headed, bull-tailed Minotaur was indeed a bit touchy. In the end, they had to lock him away in a huge maze so he couldn't keep running rampage. They still fed him humans, mind.

5. HYDRA

Nine-headed serpent, re-growable heads, poisonous blood and teeth that became skeletons. Great laugh.

UNKNOWN CODES

The following codes can be inputted as case-sensitive passwords , we just have no idea what they do.

Unknown code #1
Dt
Unknown code #2
TogsavecanO

NEW OPTIONS

Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game...

Change guard size
Size
Muffin
Change guard awareness
Awareness
Quincy
Cannot be shot
Defiance
Defiance

PRO EVOLUTION SOCCER

There's loads of teams to unlock in PES and here's how you do it:

Classic Holland
Win the European Cup with Holland
Classic Germany
Win the European Cup with Germany
Classic Europe
Win the European Cup
Classic Brazil
Win the American Cup with Brazil
Classic Argentina
Win the American Cup with Argentina
Europe All Stars
Win the International Cup with France
World All Stars
Win the International League

TWO-PLAYER MASTER LEAGUE CO-OP

Unbeknown to many (and us until recently) there is a method to enable two players to participate in a co-operative Master League season in the definitive PS2 footie game. Here's how... When the game has loaded, proceed to 'Match Mode', using controller one only, and select 'Club Teams'. Now, still using controller one, select controller two as the 'Away Team', then press △ to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the △ button to go back to the Main Menu. Now load up a Master League save (this trick doesn't work if you attempt to start a new league) and then at the set up screen, where you can choose your squad prior to the game starting, select 'Cont. Options'. Move controller two across so that you're both on the same team.

PRO EVOLUTION SOCCER 2

Here are all the hidden extras in PES2 and how to unlock them.

Classic Argentina
win the South American Cup with Argentina.

Classic Brazil
win the South American cup with Brazil.

Classic England
win the European Cup with England.

Classic France
win the European Cup with France.

Classic Germany
win the European Cup with Germany.

Classic Netherlands
win the European Cup with Netherlands.

Classic Italy
win the European Cup with Italy.

European All Stars
win the International Cup with anyone.

World All Stars
win the International League with anyone.

Acheive a Fantastic rating in each training discipline to unlock out of contract star players for use in the Master League.

Win Master League Division One to unlock more players.

PRIMAL

Hold L1 + L2 + R1 + R2 for about five seconds at the Main Menu, Bonus Materials Menu, or Options Menu to display the code entry screen. Highlight one of the 'A' letters in a code, then hold ⊗ and press ← or → to change it. Press ⊡ to accept the completed code. Press △ to exit the code entry screen.

Invulnerability
DEMONISE
Solum scenes
SNOWFLIGHT
Aquis scenes
CHARYBDIS
Aetha scenes
FLINTLOCK
Volca scenes
SUNSTONE
Tarot Gallery
ARCANUM
Easy Kill
MORTIFIC
Bonus A
SEABREEZE
Bonus B
AURORA
Bonus C
PSYCHOSIS
Bonus D
MIRRORY
Bonus E
ASCENDENT

PRINCELY

PRINCE OF PERSIA: THE SANDS OF TIME

FANCY TAKING A TRIP BACK TO THE OLD SCHOOL? HERE WE HAVE JUST THE TICKET.

UNLOCK CLASSIC PRINCE OF PERSIA MINI-GAME

Complete the game once.

SECRET LEVEL

Start a new game, but don't move from the balcony where you begin. Press and hold L3 and press ⊗, ⊡, △, ◎, △, ⊗, ⊡, ◎. You will now enter a secret level, which is a 3D version of the first level from the original *Prince Of Persia*. However, the level hasn't been completed, so it cannot be, er, completed.

PROJECT ZERO

TRUE ENDING

Only by completing the game on the Nightmare difficulty setting can you view the true ending. And that means that you must start from the beginning and not use the Chapter Selection Option (see below) to start on 1st Night, 2nd Night, 3rd Night, or Final Night. If you start from either of these Nights, you'll not see the true ending when you complete the game. So there. What is the 'true' ending? Well, that would be spoiling things!

UNLOCKABLE EXTRAS

By completing the game on various difficulty settings, you'll unlock the following new features...

Feature	Mode	Setting
Battle Mode	Story	Any
Nightmare Mode	Battle	Any
Chapter Selection	Story	Any
Nightmare Ghost List	Story	Any
New Costumes	Story	Any
Sound Test	Story	Any
Special Function	Story	Any

Q IS FOR...

QUAKE III REVOLUTION

LEVEL SKIP

At any point during a game, hold R1 + R2 + L1 + SELECT and press ⊗, ◎, ⊡, △, ⊗, ◎, ⊡ and △. If it's been entered correctly, you'll hear a sound and automatically win the match.

R IS FOR...

RAYMAN M

A feast of cheats for the armless hero!

ALL CHARACTERS

Enter PUPPETS as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL LEVELS

Enter ALLRAYMANM as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL BATTLE LEVELS

Enter ALLFISH as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL RACE LEVELS

Enter ALLTRIBES as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct entry.

ALL SKINS

Enter CARNIVAL as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

GUNNERY

RATCHET & CLANK

GET IT ALL WITH OUR HANDY GAME-CRACKERS...

Insomniac puts fellow platform producers, Naughty Dog, to shame with this collection of complete-it-first-then-piss-around codes. After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

BIG HEAD MODE FOR RATCHET

Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

BIG HEAD MODE FOR CLANK

Press Flip Back, Hyper-Strike, Comet-Strike,
Double Jump, Hyper-Strike, Flip Left, Flip Right,
Full Second Crouch.

BIG HEAD MODE FOR ENEMIES

Press Stretch Jump, Flip Back (x3), Stretch Jump,
Flip Back (x3), Stretch Jump, Flip Back (x3), Full
Second Crouch.

BIG HEAD MODE FOR NPCS

Press Flip Left, Flip Right,
Flip Back (x3), Comet-Strike,
Double Jump, Comet-Strike,
Hyper-Strike.

TEMPORARY INVINCIBILITY WHENEVER HEALTH IS FULL

Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue Ball us collected.

MIRRORED LEVELS

Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2),
Double Jump, Flip Right (x2),
Double Jump, Full Second Crouch.

TRIPPY CONTRAILS

Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

RAYMAN REVOLUTION

UNLOCK CHEATS MENU

In the game, go to any map except for the first and enter the Options menu. Now select the Sound menu, highlight 'Mute', hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If entered correctly, a new Cheat menu will appear.

UNLOCK MULTIPLAYER MAPS

Go to the first map and enter the Options screen. Select Language, then Voices and highlight the 'Raymanian' voice. Hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If done correctly, three new multiplayer maps will be unocked.

BABY SOCCER NAMES

Check out the hidden Baby Soccer multiplayer game (see above cheat to find out how to unlock it) hold L1 + R1 and press L2, R2, L2, R2, L2, R2. The name'll appear above heads.

READY 2 RUMBLE BOXING: ROUND 2

MASTER CODE

At the Character Select Screen, press ←, →, ←, ←, →, ↑, ↓, R1, R1, R1, R1, R1, R2. If the cheat has worked then all characters and cheats will be unlocked, saving you hours.

EXTRA CHEATS

Enter the following codes on the Character Select Screen for the desired effect...

All characters
←, ←, →, R2, ←, →, →,
R1x2, R2
Championship costumes
←, ↓, →, →,
↑, R1, R2, R1x20, R2
Holiday costumes
←x2 ↓, →, ↑, R1x8, R2, R1x4, R2
All training
←, ↓, ↑, ↓, ↑, R1x20, R2
New Year's Day secrets
→, ↑, ↓, ↓, ↓, R1, R2
Valentine's Day secrets
→, ↑, ↓, ↓, ↓, R1x2, R2
St Patrick's Day secrets
→, ↑, ↓, ↓, ↓, R1x3, R2
Easter secrets
→, ↑, ↓, ↓, ↓, R1x4, R2
Independence Day secrets
→, ↑, ↓, ↓, ↓, R1x5, R2
Halloween secrets
→, ↑, ↓, ↓, ↓, R1x6, R2
Thanksgiving secrets
→, ↑, ↓, ↓, ↓, R1x7, R2
Christmas secrets
→, ↑, ↓, ↓, ↓, R1x8, R2
Thin boxers
→, →, ↑, ↓, →, R1, R2
Fat boxers
→, →, ↑, ↓, →, R1x2, R2
Faster speed
→, →, ↑, ↓, →, R1x4, R2
Zombie boxers
←, ↑, →, ↓, R1x2, R2
Big gloves
←, →, ↑, ↓, R1, R2

EXTRA CAMERA ANGLES

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the code has worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

VIEW ENDING SEQUENCE

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the cheat has worked then you'll hear a sound to confirm.

FULL RUMBLE METER (LEVEL ONE)

Pause the game at any time and press R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1.

FULL RUMBLE METER (LEVEL TWO)

Pause the game at any time and press R1, R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1, R2.

FULL RUMBLE METER (LEVEL THREE)

Pause the game at any time and press R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

UNLOCK FREAK E. DEKE AND MICHAEL JACKSON

At the Character Selection Screen, press R1x13, R2, R1x10, R2. If the code has worked you'll hear a sound and these two characters will instantly appear on the character select screen.

UNLOCK HIDDEN CHARACTERS

To unlock each of the hidden characters manually, you must complete Arcade Mode a certain number of times. Here's all of the secret characters and the number of times you must complete the game to access them...

Character	Xs complete
Freak E. Deke	1
Michael Jackson	2
G. C. Thunder	3
Wild 'Stubby' Corley	4
Shaquille O'Neal	5
Freedom Brock	6
Rocket Samchay	7
Robox Rese-4	8

Bill Clinton	9
Hillary Clinton	10

UNLOCK RUMBLEMAN
To unlock the best character in the game, you must complete Arcade Mode with every character, including the hidden ones and then complete the game once more in Hard Mode.

PS2 DATE COSTUMES
By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes for some of the characters. Here's those all-important dates...

Costume	Date
Joey T's baby suit	01/01/01
Ref's leprechaun suit	17/03/01
Lulu's kinky lovers suit	14/02/01
Mama Tua's bunny suit	23/04/01
G. C. Thunder's Uncle Sam suit	04/07/01
J. R. Flurry's skeleton suit	31/10/01
Selene Strike's elf suit	25/12/01
Rumbleman's snowman suit	25/12/01
Thanksgiving ring	23/11/00

REDCARD
UNLOCK EVERYTHING
To instantly unlock everything in the game, enter BIGTANK as your profile name.

UNLOCK APES TEAM
To unlock the Apes team, conquer the African continent and beat them in World Conquest mode. You will also unlock the Victoria Falls stadium.

UNLOCK DOLPHINS TEAM
To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest mode. You will also unlock the Nautilus Stadium.

UNLOCK SWAT TEAM
To unlock the SWAT team, conquer the North American continent and beat them in World Conquest mode.

UNLOCK SAMURAI TEAM
To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest mode. You will also unlock the Youhi Gardens stadium as well for you to play in.

UNLOCK FINALS MODE
To unlock Finals Mode, complete all matches in World Conquest Mode. A new tornament lies in wait to see if you really are a master.

RED FACTION
To get 100% accuracy with any gun in Red Faction, hold ↑ on the d-pad when you shoot – your bullets will always hit their target.

RED FACTION II
The first game contained no cheats whatsoever – at least not any we found – so it seems Volition is making it up to all you code junkies by cramming a shed-load into this explosive sequel. To enter them, simply go to the 'Cheats' screen in the main Options Menu and get tapping.

Unlock all cheats
⊡, ◎, △, ◎, ⊡, ⊗, △, ⊗
Unlock all options
△, △, ⊗, ⊗, ⊡, ◎, ⊡, ◎
Level select
◎, ⊡, ⊗, △, ⊡, ◎, ⊗, ⊗
Super health
⊗, ⊗, ⊡, △, ⊡, △, ◎
Unlimited ammo
⊡, △, ⊗, ◎, ⊡, ◎, ⊗, △
Unlimited grenades
◎, ⊗, ◎, ⊡, ⊗, ◎, ⊗, ◎
Rapid rails
◎, ⊡, ◎, ⊡, ⊗, ⊗, △, △
Bouncy grenades
◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎
Gibby explosions
△, ◎, ⊗, ⊡, △, ◎, ⊗, ⊡
Gibby bullets
◎, ◎, ◎, ◎, △, ⊗, ◎, ◎
Instagib ammunition
⊗, ⊗, ⊗, ⊗, ⊡, ◎, ⊗, ⊗
Director's cut
⊡, ⊗, ◎, △, ◎, ⊗, ⊡, △
Walking dead
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗
Wacky deaths
△, △, △, △, △, △, △, △
Rain of fire
⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡

REIGN OF FIRE
LEVEL SELECT
At the Main Menu, press ↑, ←, ◎, ◎, ←, ←, ⊡, ↓, ↑, ◎ to be able to instantly access any level in the game.

IN-GAME CHEATS
Enter any of the following codes during play...

LEVEL SKIP
⊡, △, ←, ↓, →, △, →, ↑, ⊗

INVINCIBILITY
⊗, △, →, ←, ◎, ↑, ↓, ↓, →, ◎, ◎

EXTRA DAMAGE
⊗, △, →, ↑, →, △, ◎, →

BURN EVERYTHING
⊡, △, ←, ↓, ⊡, ◎

GOAT MODE
△, →, ←, ←, ◎, △, ⊡, →, ↑

RESIDENT EVIL CODE: VERONICA X
UNLOCK BATTLE MODE
Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

UNLOCK STEVE BURNSIDE IN BATTLE MODE
Get the Gold Lugar replica from the basement office on disc two. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

UNLOCK ALBERT WESKER IN BATTLE MODE
Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finish Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs.

UNLOCK ALTERNATE CLAIRE IN BATTLE MODE
Perform well with the original Claire and get the best ranking to unlock her alter-ego.

UNLOCK ALTERNATE CHRIS IN BATTLE MODE
Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

UNLOCK LINEAR LAUNCHER IN BATTLE MODE
Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It's one meaty piece of hardware!

RESIDENT EVIL: DEAD AIM
UNLOCK FONGLING
Complete the game with any rank and start a new game with your completed game data. You will be given the option to play as Fongling. Playing as this new character makes no difference to the gameplay.

REZ
AREA 5
Notch up a 100% rating for Areas 1-4 to unlock this new level.

LOST AREA
Either complete Area 5 or play for over five hours to unlock this.

TRANCEMISSION
Rank top in the Lost Area to unlock this.

BONUS SCORE ATTACK AREAS
These are unlocked by completing Score Attack Mode.

BONUS BEAM TYPES
Complete a combination of Areas in Score Attack Mode. Every five times this is done a new beam type is unlocked.

NEAR VIEW
Get first place in two areas in Score Attack Mode to unlock this new view.

FAR VIEW
Rank first in three areas in Score Attack Mode.

DYNAMIC VIEW
Top in four areas in Score Attack Mode.

FIRST-PERSON VIEW
Get first place in five area in Score Attack Mode to unlock this new view.

ZERO FORM & SECOND FORM PLAYER SKIN
Get a 100% rating in any area.

THIRD FORM PLAYER SKIN
Get a ranking of 100% in any two areas or play for over six hours.

FOURTH FORM PLAYER SKIN
Get a 100% ranking in any three areas or play for over seven hours.

FIFTH FORM PLAYER SKIN
Get a 100% ranking in any four areas or play for over eight hours.

FINAL FORM PLAYER SKIN
Get a 100% ranking in any five areas or play for over nine hours.

MOROLIEN PLAYER SKIN
Get a 100% ranking for every area or play for over ten hours.

BOSS RUSH MODE
Get a 95% ranking in areas 1-5.

IMMORTALITY MODE
Finish the Direct Assault – Trance option in the Beyond Mode Menu.

OVER DRIVE INFINITY:
Rank first in Boss Rush Mode to unlock this bonus extra.

UNLOCK LASERS
To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers!

RIDGE RACER V
HUD DISPLEY
Whilst racing, press and hold SELECT until a box appears in the middle of the screen that shows the amount of pressure being applied to each button. These is also handy as a cornering tool.

UNLOCK DUEL MODE
Finish first in lap and overall times in each of the standard Time Attack GPs to unlock Duel Mode. In this mode, you must race against secret cars which are awarded to you if you beat them.

UNLOCK 99 TRIAL MODE
First things first, you must win the Standard GP mode to unlock all of the reverse tracks. When these are unlocked, you will have to painstakingly race through them all and beat the lap times set by the CPU. Acheive this and 99 Trial Mode will be unlocked. This gruelling race is set over 99 laps of the Sunny Beach course and takes about one and a half hours to complete – not counting tea breaks! Your reward for doing so is a single trophy and a new option that allows you to select your car number. Hmm... Lucky we told you now rather than later.

UNLOCK PAC-MAN MODE
Every time you race, the total distance covered in that race will be added onto an overall figure which is displayed in the top-right corner of the screen before you race. When this total distance exceeds 3000km, you'll unlock Pac-Man mode. In this mode you race as Pac-Man in his little red Namco convertable against four ghosts on mopeds. If you win this race then Pac-Man and the four ghosts will be unlocked for use.

UNLOCK MAXIMUM GP MODE
Win all of the Standard and Extra GPs under the Hard difficulty to unlock the Maximum GP mode.

SECRET CARS
There are four brand spanking new cars which can be unlocked by beating them in Duel Mode.

CAR: Spectre
BEAT: Pluto
COURSE: Above The City
CAR: Crinale
BEAT: Devil
COURSE: Green Field
CAR: Rumeur
BEAT: Spirit
COURSE: Bayside Line
CAR: Angelus
BEAT: Angel
COURSE: Sunny Beach

BATTLE ROYALE
By beating all four opponents in Duel Mode you'll unlock the four new cars above and Battle Royal, which is a straightforward race against all four opponents. If you win you'll be awarded a new special medal.

RYGAR
UNLOCK EASY MODE
Start a game on normal and die three times.

UNLOCK HARD MODE
Complete the game – including Necromandio Cave – on the normal difficulty setting

UNLOCK LEGENDARY MODE
Complete the game – including Necromandio Cave – on the hard difficulty setting

UNLOCK ONE WORLD MODE
Complete the game – including Necromandio Cave – on any difficulty setting. This mode allows you to travel to any of the worlds.

UNLOCK PIZZARMOUR
Complete the game under the Normal difficulty setting with a grade D ranking or higher then press L1 when the Tecmo logo appears at the start.

UNLOCK GUITARMOUR
Complete the Necromandio Cave under the Legendary difficulty setting then press R1 and R2 when the Tecmo logo appears at the start of the game.

UNLOCK HAMBARMOUR
Complete the game under the Hard difficulty setting with a grade A ranking or higher then press L2 when the Tecmo logo appears at the start.

UNLOCK ROLFARMOUR
Complete the Necromandio Cave under the Hard difficulty setting then press R2 when the Tecmo logo appears at the start.

SILENT BUT VIOLENT

SILENT HILL 3
BE KING OF THE HILL WITH OUR HANDY HINTS. AND CHEATS.

EXTRA COSTUMES
Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

costume	code
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU
Press L1, R1, L2 and R2 together at the Main Menu to unlock Extra Options.

EASIER FIGHTING
Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SEMI-NAKED DOUGLAS
Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press ↑, ↑, ↓, ↓, ←, →, ←, →, ◎, ⊗. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS
Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER
When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER
When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES
To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM
Kill at least 333 enemies to unlock this weapon. Iit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN
Unlock this by defeating the final boss with a melee weapon. To find the infinite ammo sub-machine gun, go left after escaping through the toilet window.

BEST... CHEATS... EVER

THE SIMPSONS: HIT AND RUN

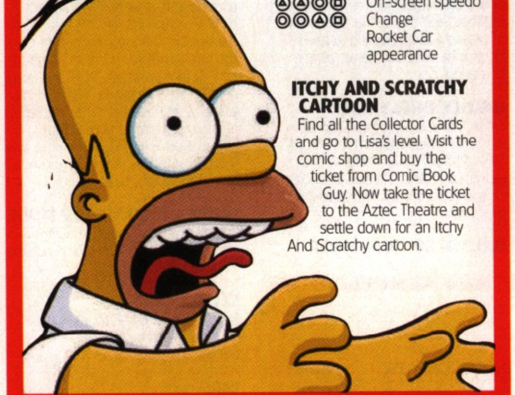
DON'T ITCH, DON'T SCRATCH, JUST REJOICE...

Go to the Options Menu (either in-game or at the Main Menu), press and hold o and u and enter any of the following codes.

CODE	EFFECT
△△□□	Cars explode on impact
△⊗△⊗	Invincible car
△△△	Fast acceleration
□□□□	No top speed
□□□△	Car can jump (press L3)
△△○□	On-screen speedo
○○△□	Change Rocket Car appearance

ITCHY AND SCRATCHY CARTOON

Find all the Collector Cards and go to Lisa's level. Visit the comic shop and buy the ticket from Comic Book Guy. Now take the ticket to the Aztec Theatre and settle down for an Itchy And Scratchy cartoon.



UNLOCK SUSHIARMOUR

Complete the game under the Legendary difficulty setting with a S ranking then press L1 and L2 when the Tecmo logo appears at the start.

UNLOCK EUROARMOUR

Complete the Necromandio Cave under the Normal difficulty setting then press R1 when the Tecmo logo appears.

ROCKY

Yo Adriannn... here's some hard-hittin' codes that need to be entered on the main menu after first holding the R1 button.

Double punch damage
→, ↓, ←, ↑, ←, L1
Double speed boxing
↓, ←, ↓, ↑, →, L1
All default boxers and arenas
→, ↓, ↑, ←, ↑, L1
All default boxers, arenas, and Rocky Statue
→, →, →, ←, →, L1
All default boxers, arenas, Rocky Statue, and Mickey
↑, ↓, ↓, ←, ←, L1
Full stats in Tournament and Exhibition modes
←, ↑, ↑, ↓, →, L1
Full stats in Movie mode
→, ↓, ↓, ↑, ←, L1
Win fight in Movie mode*
→, →, ←, ←, ↑, L1

* Press L2 + R2 during a fight in Movie Mode to automatically win.

S IS FOR...

SAVAGE SKIES

All creatures
←, →, ←, ←, →, ⊗
All multiplayer levels
←, →, ←, ←, →, ←, →, ⊗
Invincibility
←, ←, →, →, ↑, ↑, ↑, ↑, ⊗, ↑, ⊗
All objectives complete
←, ←, →, →, ↓, ↓, ↓, ↑, ↓, ↓, ⊗
Get Crystal
←, ←, →, →, ←, ↑, →, ↓, ←, ⊗, ⊗

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Change your PlayStation 2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

Independence day fireworks
2002/07/04
Christmas snowflakes
2002/12/25
New Year's Day fireworks
2002/01/01
Halloween Bats
2002/10/31

Simply enter these codes by pausing the game, holding L1 + L2 + R1 + R2 and then pressing the following button sequences...

All power-ups
○, □, ○, □, ○, □, □, □, ○, ○, □, ○, ○, ○
All FMV sequences
□, □, □, ○, ○, ○, □, ○, □
View credits
□, ○, ○, □, ○, □

SHINOBI

Sadly, you must get through Shinobi the hard-as-granite way and unlocking secrets is made harder by the fact that you must collect a certain amount of Oboro Coins along the way. The locations of these are pinpointed in the complete walkthrough, but here's what they unlock and, more importantly, how many you need...

EXTRA OPTIONS

By obtaining 20 Oboro Coins, you will unlock several new features in the Options Menu – namely the Art Gallery (subsequent exhibits are unlocked by collecting further coinage), Movie (watch the movies you have already seen) and Stage Select (play any previously completed stage again in case you missed anything).

EXTRA CHARACTERS

There are two hidden characters in Shinobi – Moritsune (collect 30 Oboro Coins) and Joe Musashi (collect 40 Oboro Coins). Both are better in certain departments and have their own strategies for beating the bosses.

EXTRA STAGES

By collecting 50 Oboro Coins (that's basically every Coin in the game), you'll unlock nine VR-style levels designed to further enhance your skills (a bit pointless once you have completed the main game on Super mode to get all the coins, we know!) To access them, scroll past level 8-B on the stage select screen.

UNLOCK HARD MODE

Complete the game on Normal Mode to unlock the Hard difficulty setting on the Main Menu. This mode has more coins and much more challenging enemy encounters. Yikes!

UNLOCK SUPER MODE

Complete the game on Hard Mode to unlock the Super difficulty setting at the Main Menu. This mode has yet more Coins and enemy encounters so challenging you'll weep. You really will!

STARSKY & HUTCH

Want to take this cop caper to a higher level? The answer is here! Enter the following codes at the Pause menu. Note that the cheats are only active for about 30 seconds.

Invisible Car
↑, →, ↓, ←, ↘, ←, →, ←
Monster Truck
L1, L1, ←, →, ↘, ↘, ↘, ↘
Trippy Cam
L1, L2, R1, R2, ←, ←, ↑, ↑
Three-wheeled Bike
↑, ↑, ←, ←, R1, R2, L1, L2

SILENT SCOPE

UNLOCK PROFESSIONAL CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START and you should hear a gunshot to confirm that the cheat has worked.

UNLOCK NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope. Wahay!An alternative way of accessing this cheat is to press ↑, ←, ↓, →, ↑, □, △ on the mode selection screen.

UNLOCK PROFESSIONAL NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope and with no aiming ring or enemy markers.

CONVERT HEALTH TO TIME

Pause the game at any time during Arcade Mode and then press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ○. Now unpause and one half of a life will have been converted into an extra five seconds of time. This code can be repeated as long as you have life to spare.

CONVERT TIME TO HEALTH

Pause the game at any time during Arcade Mode and then press △, ⊗, →, ←, →, ←, ○, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑ and you should hear a gunshot to confirm that the cheat has worked. Now unpause and five seconds of time will have been converted into one half of a live. This code can be repeated as long as you have time to spare.

MIRROR MODE

On the Mode Selection Screen, press ←, ←, →, □, ↓, ↓, ↑, △, ↑, →, ↓, ↑, ←, ↓, □ and you should hear a gunshot to confirm that the cheat has worked. All of the action will now be reversed, just to confuse you!

FIRST-PERSON VIEW

On the Mode Selection Screen, press ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓. Now you can view the action infirst-person.

DISABLE AIMING RING

On the Mode Selection Screen, press →, →, →, □ and you should hear a gunshot to confirm that the cheat has worked. Not so easy now, eh?

DISABLE ENEMY MARKERS

On the Mode Selection Screen, press →, →, →, →, ←, ↓, ↑, → and you should hear a gunshot to confirm that the cheat has worked. Can you spot those terrorists now?

DISABLE SCOPE

On the Mode Selection Screen, press →, ↓, →, □, →, ↓, →, □, and you should hear a gunshot to confirm that the cheat has worked. Can you pick em' off from this distance?

LASER MODE

On the Mode Selection Screen, press R1, L1, ⊗, ⊗, □, R1, then hold SELECT, press START and you should hear a gunshot to confirm that the cheat has worked.

LOVE MODE

On the Mode Selection Screen, press ←, →, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out to sexy sax music in glorious pink-o-vision!

TURBO MODE

On the Mode Selection Screen, press ↓, △, ↑, □, △, ↓, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be much faster.

EXTRA OPTIONS

Successfully complete the game under any difficulty to unlock a real time window and up to eight health in the Options Menu. Alternatively, accumulate over two hours of play. If you successfully complete the game more than twice under any difficulty then you'll unlock infinite credits in the 'Credits' section of the Options Menu plus +30 in the 'Time Limit' section. Alternatively, accumulate over three hours of play.

THE SIMS

ACTIVATE CHEAT MODE

On the main menu, press L1 + R1 + L2 + R2 and you will unlock the Cheat Menu. Now simply enter any of the following codes...

MIDAS MODE

Enter MIDAS at the Cheat Menu. Then begin the game in 'Get A Life' Mode, get into the hot tub with the girl and press START to pause the action. Select 'Quit', followed by 'Just Quit' and you will unlock all two-player games, all locked objects and skins.

FREE MODE

Enter FREEALL at the Cheat Menu. Then start a game and note that all objects will now cost zero Simoleans. You will not be able to sell any items for money and this code has no effect on the cost of paying for bills and other services.

PARTY MOTEL MODE

Enter PARTY M at the Cheat Menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' Mode.

PLAY THE SIMS MODE

Enter SIMS at the Cheat Menu. Play The Sims Mode will now be unlocked, without going through the Get A Life dream house.

Want to know how you can unlock some cool stuff in Story Mode? It's all right here!

MONEY FROM MOM

ITEM: Aroma Machine
Cook a successful dinner
ITEM: Vanity Mirror
Fix the TV
ITEM: Treadmill
Get a job
ITEM: Museum (two-player game)
Borrow §800 from Mom
ITEM: Beejaphone Electric Guitar
Complete house in 24 hours or less

REALITY BITES

ITEM: Ice Chest
Get promoted to level two
ITEM: Teppanyaki Table
Get promoted to level three
ITEM: Bug Zapper
Increase house value from §34,561 to §35,711
ITEM: Frat House (two-player game)
Move in with Dudley or Mimi
ITEM: Repairman
Repair all broken objects
ITEM: Maid
Clean up all the mess
ITEM: Coat of Arms
Complete house in four days or less

PARTY ANIMALS

ITEM: Strip Poker Table
Get promoted to level four
ITEM: Master Suite Tub
Get promoted to level five
ITEM: Tree swing
Increase house value from §53,180 to §54,680
ITEM: Motel (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Head in Jar Curio
Complete house in eight days or less

HOT TO TROT

ITEM: Sonic Shower
Get promoted to level six
ITEM: Carving Block
Get promoted to level seven
ITEM: Love Bed
Increase house value from §46,050 to §48,050
ITEM: Club Abhi (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Wurl N' Hurl Jukebox
Complete house in eight days or less

WHO LOVES YA BABY

ITEM: Sand Box
Raise first child from baby
ITEM: Lawn Sprinkler
Raise second child from baby
ITEM: Maid's House
Get promoted to level eight
ITEM: 2 Swimming Pools
Get promoted to level nine
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Bearskin Rug
Complete house in eight days or less

THE LAST SIMOLEON

ITEM: Monkey Butler
Send children to prep school with straight A's
ITEM: Park (two-player game)
Get promoted to level ten
ITEM: Rhino Trophy
Complete house in eight days or less

THE SIMS:

NAVY BLUES

SOCOM 2: US NAVY SEALS

COMPLETE THE GAME AT THE RANK OF COMMANDER...

EXTRA MULTIPLAYER CHARACTERS

SAS (SABRE)
Complete Albanian area at the rank of Commander or higher.
PIUS
Complete Albanian area at the rank of Lieutenant or higher.
FERAL
Complete the game at the rank of Admiral.
QUIXADA
Complete the Brazilian area at the rank of Commander of higher.
SAS (REAVER)
Complete Algerian area at the rank of Commander or higher.
ALGERIAN OFFICER
Complete Algerian area at the rank of Lieutenant or higher.
THE SPECIALIST
Complete the Russian area at the rank of Commander or higher.
VALESKA
Complete the Russian area at the rank of Lieutenant or higher.

UNLOCKABLE WEAPONS

SEAL
Complete the game at Ensign rank.
TERRORIST
Complete the game at Lieutenant rank.
SAS
Complete the game at Commander rank.
SPETSNAZ
Complete the game as a Commander.
MGL
Complete the game as a Captain.
OICW
Complete the game as an Admiral.

BUSTIN' OUT

CHEAT GNOME

Quickly press R2, L1, R1, L2, ←, ○ during game play. If you have entered the code correctly and quickly enough (you have to be quick) you will hear a Sim say 'Oooo' and a shimmering blue gnome will appear at the front of the house your Sim is currently in. This is the Cheat Gnome and it is your friend. Once the Cheat Gnome is activated, your Sim will receive a phone call everday and – when answered – your Sim will be given Simoleons. Once the Cheat Gnome is activated, you can enter any of the following cheats to enhance your quality of life.

EASY MONEY

Ensure the Cheat Gnome is activated, pause the game and quickly press L1, R2, →, □, L3. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Give Money' option. Select this option to be awarded 10,000 Simoleons.

FILL MOTIVES

Ensure the Cheat Gnome is activated, pause the game and quickly press L2, R1, ←, ○, ↑. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Fill All Motives' option. Select this option to automatically fill your motives. All motives are filled except the 'Room' motive.

UNLOCK ALL OBJECTS

Ensure the Cheat Gnome is activated. Quickly press L2, R2, ↑, △, L3 during game play. A Sim will say 'Oooo' to confirm correct code entry.

UNLOCK ALL VISIT LOCATIONS

Ensure the Cheat Gnome is activated. Quickly press R2, R3, L3, L2, R1, L1 during game play. A Sim will say 'Oooo' to confirm correct code entry.

SHADOW OF MEMORIES

UNLOCK REPLAY MODE

When you complete the game (which shouldn't take too long for a talented bunch like you), one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better. If you can be arsed that is (can you be arsed?).

EXTRA ENDING

If you unlock all five normal endings then a special Prologue will appear which allows you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Whoever she is.

HIDDEN FMV

By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those tasty snippets.

Spring 200 Tokyo Game show
1Ending
European Trade Show
3 Endings
Fall 2000 Tokyo Game Show
5 + Extra Endings

SILENT HILL 3

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.

Note: The Transform Costume appears in your items as a wand.

COSTUME	CODE
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadoodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

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BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. Iit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinte ammo sub-machine gun, go left after escaping through the toilet window.

THE SIMPSONS SKATEBOARDING

Bart always was a rebel – what other reason could *Simpsons Skateboarding* have to ignore all of Tony Hawk's advice turn and out so horribly bad? D'oh indeed. Well, we could hardly expect Homer to conjure up something to rival the master with his donut-addled mind. So here are some codes to make it a bit more bearable. Hold down L1 + L2 + R1 + R2 and enter the following codes at the character select screen for the desired effect.

All boards	✕, △, ○, □
Level select	△, ✕, □, ○
Get $99.00	△, ✕, ○, □
All skaters	○, △, ✕, □
Fuzzy skaters	✕, △, □, ○
Big head Homer	○, ✕, △, □
Underwear Homer	△, ○, ✕, □
Big head Bart	✕, □, ○, △
Gangsta Bart	○, ✕, □, △
Demon Marge	✕, □, △, ○
Big head Lisa	□, △, ✕, ○
Gangsta Lisa	□, △, ○, ✕
Big head Nelson	△, □, ○, ✕
Ballerina Nelson	△, □, ✕, ○
Sunglasses Otto	□, ✕, ○, △
Big head Frink	□, ✕, △, ○
Groovy Frink	✕, ○, △, □
Business suit Krusty	○, △, □, ✕
Big head Wiggum	✕, ○, □, △
Man eater Wiggum	△, ○, □, ✕

SMASH COURT TENNIS PRO TOURNAMENT

UNLOCK RED ACE

Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK HITOMI YOSHINO

Win the game in Arcade mode under the Hard difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK ULTIMATE MODE

Successfully complete Time Attack mode under the Hard difficulty setting to unlock this devilishly hard mode.

SMUGGLER'S RUN 2

Pause the game and enter these codes. A noise will indicate correct entry.

Invisibility
R1, L1, L1, R2, L1, L1, L2
Lighter cars
L1, R1, R1, L2, R2, R2
No gravity
R1, R2, R1, R2, ↑, ↑, ↑
Increase time warp
R1, L1, L2, R2, →, →, →
Decrease time warp
R2, L2, L1, R1, ←, ←, ←

SOLDIER OF FORTUNE

We've managed to dispatch these re-enforcements...

INVINCIBILITY

Press SELECT during play, then hold R1 + L1 + R2 + L2 + □ and press ←. A message and sound will confirm correct entry. To disable the code, simply input it again.

FULL AMMUNITION

Press SELECT during play, then hold R1 + □ and press ←. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

HEAVY WEAPONS

Press SELECT during play, then hold L2 + R2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

HAND-TO-HAND WEAPONS AND EXPLOSIVES

Press SELECT during play, then hold L1 + R1 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO CLIPPING

Press SELECT during play, then hold L1 + L2 + R1 + □ and press ←. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

NO TARGET

Press SELECT during play, then hold L1 + L2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO GRAVITY

Press SELECT during play, then hold L1 + L2 + R2 + ← + □ and press START. A message and sound will confirm correct entry. To disable the code, input it again.

SONIC HEROES

TWO PLAYER EXTRAS

Collect the specified amount of emblems in single player Story or Challenge Modes to unlock the following extras.

EMBLEMS	UNLOCKS
20	Two player Team Battle
40	player Special Stage
60	Two player Ring Race
80	Two player Bobsled Race
100	Two player Quick Race
120	Two player Expert Race
141	Metal characters in single player

SONG/MOVIE EXTRAS

Beat Story mode as any of the following teams to unlock the specified song/movie. Songs and movies can be accessed via the Extras Menu.

TEAM	SONG/MOVIE
Sonic	We can/Team Sonic
Dark	This machine/Team Dark
Rose	Follow me/Team Rose
Chaotix	Team Chaotix/Team Chaotix

UNLOCK SUPER HARD DIFFICULTY

Complete the game with an 'A' ranking on every level and all 141 emblems.

METAL TEAMS IN TWO PLAYER

Choose a two player game and hold q and w after selecting a level. Keep the buttons pressed until the game has loaded.

SPACE CHANNEL 5: PART 2

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at any time during play, then hold L1 + R1 and press ○, △, □. If you entered the code correctly, you will hear a sound. Press START to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal. If you're having trouble the CPU will show you where you are going wrong.

SPAWN ARMAGED-DON

SELECT MISSION

Pause the game and press ↑, ↓, ←, →, ←, ←, →, →. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry. The 'Select Mission' option should be available at the Main Menu.

ALL WEAPONS

Pause the game and press ↑, ↓, ←, →, ←, →, ←, ←. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry.

INFINITE AMMO

Pause the game and press ↑, ↓, ←, →, ↑, ←, ↓, →. Resume the game and Spawn will say something to confirm correct code entry.

UNLIMITED NECROPLASM

Pause the game and press ↑, ↓, ←, →, ↓, ←, ↑, →. Resume the game and Spawn will say something to confirm correct code entry.

UNLOCK ENCYCLOPAEDIA

Pause the game and press ↑, ↓, ←, →, ←, →, ↑, ↓. Resume the game and Spawn will say something to confirm correct code entry.

COMPLETE COMIC GALLERY

Pause the game and press ↑, ↓, ←, →, →, ←, ←. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry. All comic covers can now be viewed from the Bonus Material menu.This code can be repeated for lots of feathers.

TEARJERKERS

Movies to make you cry.

1. FIELD OF DREAMS

Baseball blub-fest where crazy-ass Kevin Costner builds a b-ball field on his farm to accomodate a series of sport-playing ghosts. Yeah, yeah, we all know how it *sounds*, but just wait... the end's a real lip-quiverer.

2. ELEPHANT MAN

Relentlessly upsetting drama with Mr Misshapen Face getting laughed at, then thrown to the mercy of the medical fraternity, then trampled on and killed by an angry mob. Sniff.

3. WATERSHIP DOWN

A truly horrific hour and a half with concrete-hearted builders driving all over rabbit warrens, destroying floppy-eared bunnies that haven't even had a chance to give life a proper go. Music by Art Garfunkel doesn't help dry your eyes much.

4. GHOST

Man marnigan, this one punches ya right in the old voicebox at the end. Pad Swayze gets shot in a robbery. Communicates to wife Demi Moore through psychic Whoopi Goldberg. Takes the long walk to the afterlife at the end. Flamin' bloody nora.

5. MY LIFE

Saddest film *ever*. Michael Keaton's terminally ill with cancer, and wife Nicole Kidman is pregnant. Knowing he won't live to see the birth, he starts to video his life for the child. Saddest bit: when Kidman decides to get a circus to perform on their front lawn for him. Er, honest. Eye-wettingly, gut-wrenchingly sad.

SPIDER-MAN: THE MOVIE

We have been on the, erm, web to sling you these Marvel-ous cheats! Just as you would expect, this game is jam packed with a whole host of things for you to unlock. They range from the weird to the wonderful and some of them are just as you would expect.

MASTER CODE

Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm and all regular levels, FMV sequences, and gallery pictures will be unlocked. Repeat the code to disable the effects.

WEB-SLINGING CHEATS

The Master Code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again – a sound will confirm it has been deactivated.

Unlimited webbing
ORGANICWEBBING
All fighting controls
KOALA
Level select
IMIARMAS
Level skip
ROMITAS
Bonus training levels
HEADEXPLODY
Play as Mary Jane
GIRLNEXTDOOR
Play as The Shocker
HERMANSCHULTZ
Play as a scientist
SERUM
Play as a police officer
REALHERO
Play as Captain Stacey
CAPTAINSTACEY
Play as thug model #1
KNUCKLES

SSX ADDICT

SSX 3

DON'T SLOPE AWAY...

UNLOCK EDDIE

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'worm' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain.' Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 1 Lodge.

UNLOCK LUTHER

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'bronco' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain.' Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 2 Lodge.

OTHER UNLOCKABLES

Brodi skin
Completethe Peak 1 lodge
JP
Complete the Peak 1 lodge
Marisol
Complete the Peak 1 lodge
Jurgen
Complete all Peak 1 goals
Eddie skin
Complete the Peak 2 lodge
Luther skin
Complete the Peak 2 lodge
Marty
Complete the Peak 2 lodge
Seeiah
Complete the Peak 2 lodge
Snowballs
Complete all Peak 2 goals
Canhuck
Complete all Peak 3 exploration goals
Churchill
Complete the Peak 3 freestyle
Cudmore
Complete the Peak 3 earnings goal
NW legend
Complete all Peak 3 goals
Unknown Rider
Complete all Peak 3 race goals
Bunny San
Collect all the art
Far East Myth
Get 100% in all mountain stats
Gutless
Get a medal in all events
Hiro
Collect all the trading cards
Stretch
Collect all the posters
Svelte Luther
Collect all the toys

MEAN STREETS

TRUE CRIME: STREETS OF LA

PAUSE THE GAME AND ENTER THE CODE...

UNLOCK ALL UPGRADES

Press ↑, →, ↓, ←, ↑, ⊗ at the City Map screen. You can check all unlocked upgrades in Player Stats.

UNLOCK ALL ATTACKS AND GRAPPLES

Press ↑, ↓, ↑, ↓, ⊗ at the City Map screen. You can check all unlocked items in Player Stats.

UNLOCK ALL CARS AND DRIVING MANOEUVRES

Press ←, →, ←, →, ⊗ at the City Map screen. You can check all unlocked items by consulting the Driving Stats in Player Stats.

UNLOCK ALL GUNS AND WEAPON UPGRADES:

Press →, ←, →, ←, ⊗ at the City Map screen. You can check all unlocked items by consulting the Gunplay Stats in Player Stats.

SHOW COORDINATES

Press ⊗, ◎, ⊡, ◬ at the City Map screen. Nick's coordinates will now appear in the top left corner.

UNLOCK DOGG PATROL MISSIONS

Pause the game and press R1, L1, ↑, →, ←, ↓, ↘, ↘, ⊗, ⊡, ◎, ◬ at the City Map screen. Get to a save point and then exit to the main menu. Choose Resume Game and select the appropriate game file. On the select episode screen you should see Snoop Dogg's head. Highlight the Dogg's head and press ⊗ to play.

LICENCE PLATE SYMBOLS

When entering a licence, save name, hold L1 + R1 and tap the D-pad ← or → for a selection.

SELECT CAR COLOUR

When entering a licence plate, save the name, hold L1 + R1 and push the left analog-stick ↑ or ↓ to change the colour of the strip below the licence plate. Whatever the colour of the strip when you select your licence plate, the saved name will be the colour of Nick Kang's car. Plate stuff.

HARD CRASHES

While in a car, pause the game and press ↓, ↓, ↓, ⊗ at the City Map screen. When you hit other cars they will – literally – go flying.

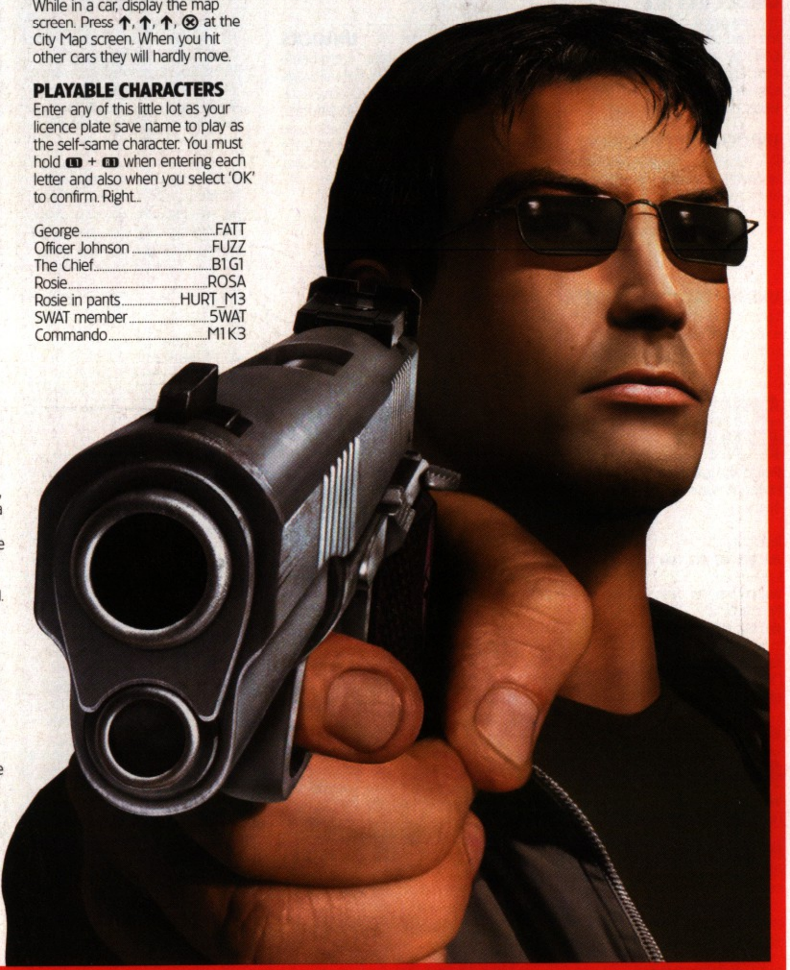
SOFT CRASHES

While in a car, display the map screen. Press ↑, ↑, ↑, ⊗ at the City Map screen. When you hit other cars they will hardly move.

PLAYABLE CHARACTERS

Enter any of this little lot as your licence plate save name to play as the self-same character. You must hold L1 + R1 when entering each letter and also when you select 'OK' to confirm. Right...

George	FATT
Officer Johnson	FUZZ
The Chief	B1G1
Rosie	ROSA
Rosie in pants	HURT_M3
SWAT member	5WAT
Commando	M1K3
Tramp	BOOZ
Pimp	P1MP
Boxer	BRUZ
Biker	HAWG
Pedestrian 1	TFAN
Pedestrian 2	MNKY
Korean worker	HARA
Korean gangster	MRFU
Korean cook	PHAM
Tattoed lady	TATS
Pole dancer	BOOB
Gimp donkey	JASS
Zombie	J1MM



Play as thug model #2
STICKYRICE
Play as thug model #3
THUGSRUS
Matrix-style attacks
DODGETHIS
Goblin-style costume
FREAKOUT
Small Spider-Man
SPIDERBYTE
Big head Spider-Man
GOESTOYOURHEAD
Big head enemies
JOELSPEANUTS
First-person view
UNDERTHEMASK
Super coolant
CHILLOUT

PINHEAD BOWLING MINI-GAME

Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training Menu.

VULTURE FMV SEQUENCE

Accumulate 20,000 points during play to unlock a Vulture FMV sequence in the CG menu.

SHOCKER FMV SEQUENCE

Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu. for you to enjoy at your leisure.

GREEN GOBLIN FMV SEQUENCE

Successfully complete the game under the 'Hero' or greater difficulty setting.

PLAY AS ALEX ROSS

Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' Menu.

PLAY AS PETER PARKER

Complete the game to unlock the Peter Parker costume in the 'Specials' Menu.

PLAY AS WRESTLER

Complete the game to unlock the Wrestler costume in the 'Specials' Menu.

PLAY AS THE GREEN GOBLIN

Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons in an alternate storyline where he tries to correct the Osborn family's reputation.

......To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side...

SSX

MASTER CODE

On the Character Select Screen, press ⊡ to go to the Options Menu, then hold L1 + R1 + L2 + R2 and press ↓, ←, ↑, →, ⊗, ◎, ◬, ⊡. If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable its delightful effects. Not that you'll want to.

CHEAT CODES

Enter the following codes by going to the Character Select Screen first, pressing ⊡ and then going to the Options Menu, holding down L1 + R1 + L2 and R2. If the codes have worked then you'll hear a sound to confirm correct entry.

CHEAT/CODE

All characters and courses
↓, ←, ↑, →, ⊗, ⊡, ◬, ◎
Running Man mode
⊡, ◬, ◎, ⊗, ⊡, ◬, ◎, ⊗
All course hints
◎, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊗
Full attributes
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡
No outfits
◎, ◎, ◎, ◎, ◎, ◎, ◎, ⊗
Mallorca board
⊗, ⊗, ⊗, ⊗, ◬, ◬, ◬, ◬

MERCURY CITY MELTDOWN COURSE

Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

MESABLANCA COURSE

Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

TOKYO MEGAPLEX COURSE

Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

ALOHA ICE JAM COURSE

Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

PIPEDREAM COURSE

Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

UNTRACKED COURSE

Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

PLAY AS JURGEN

Earn one gold medal in any mode to unlock Jurgen.

PLAY AS JP

Earn two gold medals in any mode to unlock JP.

PLAY AS ZOE

Earn three gold medals in any mode to unlock Zoe.

PLAY AS HIRO

Earn four gold medals in any mode to unlock Hiro.

THIRD COSTUME

Successfully complete all green circle tricks to unlock the third costume.

FOURTH COSTUME

Successfully complete all blue square tricks to unlock the fourth costume.

THIRD BOARD

Reach the Rookie Rank to unlock the third board.

FOURTH BOARD

Reach the Sensei Rank to unlock the fourth board.

FIFTH BOARD

Reach the contender rank to unlock the Fifth Board.

SIXTH BOARD

Reach the natural rank to unlock the Sixth Board.

SEVENTH BOARD

Reach the Star Rank to unlock the seventh board.

EIGHTH BOARD

Reach the Veteran Rank to unlock the eighth board.

NINTH BOARD

Reach the Champ Rank to unlock the ninth board.

TENTH BOARD

Reach the Superstar Rank to unlock the tenth board.

ELEVENTH BOARD

Reach the Master Rank to unlock the eleventh board.

SSX TRICKY

MASTER CODE

Hold L1 + R1 and press ⊗, ◬, →, ◎, ⊡, ↓, ◬, ⊡, ←, ◎, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

FULL STAT POINTS

Hold L1 + R1 and press ◬, ◬, →, ◬, ◬, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. All boarders will now have full stat points.

MALLORA BOARD

Hold L1 + R1 and press ⊗, ⊗, →, ◎, ◎, ↓, ◬, ◬, ←, ⊡, ⊡, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallora Board and blue duds

STICKY BOARDS

Hold L1 + R1 and press ⊡, ⊡, →, ◬, ◬, ↓, ◎, ◎, ←, ⊗, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry.

MIX MASTER MIKE

Hold L1 + R1 and press ⊗, ⊗, 6, ⊗, ⊗, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike on the course.

RECTORATOR

In World Circuit mode, enter RECOR as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.

SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any of the hard-to-find gems on any level by holding down L3 and R3. Your little buddy Sparks will then subtly point to the missing treasure. All you have to do is follow his lead.

STAR WARS: BOUNTY HUNTER

They sell them in all good confectionary stores, you know! But if you're still hunting the 'taste of paradise', then here are all the level codes you need!

Chapter 1
SEEHOWTHEYRUN
Chapter 2
CITYPLANET
Chapter 3
LOCKDOWN
Chapter 4
DUGSOPLENTY
Chapter 5
BANTHAPOODOO
Chapter 6
MANDALORIANWAY
Mission 1
BEAST PIT
Mission 2
GIMMEMYJETPACK
Mission 3
CONVEYORAMA
Mission 4
BIGCITYNIGHTS
Mission 5
IEATNERFMEAT
Mission 6
VOTE4TRELL
Mission 7
LOCKUP
Mission 8
WHAT A RIOT
Mission 9
SHAFTED
Mission 10
BIGMOSQUITOS
Mission 11
ONEDEADDUG
Mission 12
WISHIHADMYSHIP
Mission 13
MOSGAMOS
Mission 14
TUSKENS R US
Mission 15
BIG BAD DRAGON
Mission 16
MONTROSSISBAD
Mission 17
VOSAISBADDER
Mission 18
JANGOISBADDEST
Concept Art
R ARTISTS ROCK
WOTC Cards
GO FISH

STAR WARS: THE CLONE WARS

Enter the following cheat codes. Or, for more accomplished Jedis, here's the extras you can unlock.

Invincibility
DARKSIDE
Multi-player level select
JORG SACUL
Campaign level select
DOORDONOT
Unlimited secondary and special weapon
SUPERLASER
Three bonus objectives for current mission
GIMME
Battle Droid unlocked in Academy: Geonosis level
TRADEFED

SLICE AND DICE

TENCHU: WRATH OF HEAVEN

CUT PEOPLE'S THROATS EASY. Y'KNOW, IF YOU LIKE.

Here's the complete set of killer codes, including some that can be entered at any time during play and a others that need to be banged in on specific screens...

RECOVER HEALTH
To replenish a portion of your health bar at any time during play, simply press t to pause the action and press ↑, ↓, →, ←, □, □, □

TOGGLE SPECIAL ABILITIES
Press START to pause the game at any time, then hold L1 + L2 and press ↑, ↑, ↓, ↓. Release L1 + L2 and press □, □, R1, R2

INCREASE SCORE
Press START to pause the game then hold L1 + R1 and press →, →, ←, ← on controller two to add 100 points to your score.

DISPLAY SCORE AND TIME
Press START to pause the game at any time, then press →, →, ←, ← on controller two to activate the cheat.

ALL CHARACTERS
L1, R2, L2, R1, →, ←, L3, R3
Where? Title screen

ALL STORY MODE MISSIONS
L1, R1, L2, R2, →, □, L3, R3
Where? Mission select screen

ALL MULTIPLAYER MODE MISSIONS
L1, R1, L2, R2, →, □, L3, R3
Where? Mission select screen

ALL MISSION LAYOUTS
R3, L3, R2, L2, R1, L1
Where? Mission select screen

BONUS RIKIMARU STAGE
L1, ↑, R1, ↓, L2, →, R2, ←
Where? Title screen

HIDDEN LEVEL
↑, ↓, →, ←, ⊗, ⊗, ⊗
Where? Title screen

UNLOCK ALL ITEMS
Hold R1 + L1 and press ↑, □, □, ←, □, □, ↓, □, □, →, □, □
Where? Item select screen

INCREASE ITEMS
Hold R2 + L2 and press □, □, □, ↑, ←, ↓, →
Where? Item select screen

UNLIMITED ITEM CAPACITY
L1 + L2 + R1 + R2 and press □, □, □, ↑, ←, ↓, →, □, ↑, →, ↓, ←
Where? Item select screen.

FUNNY DIALOGUE
Hold L1 + R2 and press ↓, □, ↑, □, →, □, ←, □ at the opening screen with the *Tenchu* logo. Select 'Options', then 'Audio', then 'Language' to access the 'B-Side' option to play the game with witty dialogue.

LARA FUN

TOMB RAIDER: THE ANGEL OF DARKNESS

STICK IT TO THE ENEMY WITH OUR HANDY – AND SNEAKY – TIPS FOR LARA'S LATEST.

HANDSTAND
While hanging from the edge of a ledge, press and hold L1 and push forward on the left analog stick. Lara will pull herself up into a handstand.

SWAN DIVE
While pushing forward on the left analog stick, press and hold R2 and press ○. As well as being used to leap spectacularly from high ledges, it also comes in handy as a forward roll move while on the ground.

DIVE INTO WATER
Stand at the water's edge, hold L1 and press ⊗. This is a much more graceful alternative to simply bombing into the water.

QUICK TURNS UNDERWATER
Press □ while underwater to turn around 180 degrees.

QUICK WEAPON SELECT
While you have a weapon equipped, press ↑ or ↓ on the d-pad to change the weapon that you are holding. This saves you having to go to the Weapons Menu.

SNAPPING NECKS
Creep up behind a guard in Stealth Mode, make sure you're not pushing the left analog stick in any direction (i.e. it's centred) and press ⊗. Lara will snap their neck.

Padme Amidala unlocked in Academy: Geonosis level
NATALIE
Wookie unlocked in Academy: Geonosis level
NERFHERDER
Programming team photographs
JEDICOUNCIL
All FMV sequences
12 PARSECS

EXTRAS
Unlock Raxus Duel multiplayer level: Collect a total of five bonus points.
Unlock Thule Moon Control multiplayer level : Collect a total of ten bonus points.
Unlock Rhen Var multiplayer level: Collect 15 points.

Unlock Jedi Academy multiplayer level:
Collect a grand total of 20 bonus points.

Unlock Unit Vewer option:
Collect a total of 25 bonus points.

Unlock 'Making Of...' FMV sequence:
Collect a total of 30 bonus points.

Unlock CD player option:
Collect a total of 35 bonus points.

Interesting Sketchbook option:
Collect a total of 40 bonus points during gameplay. You can do it Jedi!

Yoda unlocked in Academy:
Geonosis level: Collect a total of 45 bonus points.

STAR WARS JEDI STARFIGHTER
MASTER CODE

Go to the Options Menu and then select Code. Enter the code PNYRCADE and the message Everything Unlocked will appear in the window. You will now have immediate access to all missions, all bonus one and two-player challenges, all bonus crafts and all bonus materials. In fact, you've got it all!

EXTRA CODES
Enter the following cheats codes on the Code Screen in the Options Menu to unlock their respective cheats.

Invincibility
QUENTIN
No HUD
NOHUD
Fly-by Mode
DIRECTOR

UNLOCKING EXTRAS
Here's how to unlock all the extra craft the hard way. Are you up to it? We'll reserve judgement.

Advanced Freefall
Complete the bonus objective in Act 3: Mission 1.
Advanced Havoc
Complete the bonus objective for Act 3: Mission 3.
Advanced Jedi Starfighter
Complete the bonus objective on Act 2: Mission 4.
Advanced Zoomer
Complete the bonus objective on Act 2: Mission 3.
Republic Gunship
Complete the bonus objective for Act 3: Mission 5.
Sabaoth Fighter
Complete the bonus objective on Act 2: Mission 5.
Slave 1
Complete all hidden objectives for Player One.
TIE Fighter
Complete the bonus objective in Act 1: Mission 4.
X-Wing
Complete the bonus objective in Act 1: Mission 3.

STAR WARS STARFIGHTER
MASTER CODE
On the main menu, select Options and then enter the Codes screen. Now enter OVERSEER as a code to unlock everything except for the multiplayer levels.

ADDITIONAL CODES
Enter the following codes on the Codes screen which can be found in the Options menu.

Invincibility
MINIME
Bonus ship
BLUENSF
Multiplayer levels
ANDREW
Disable cockpit displays
NOHUD
Enenmy ship gallery
SHIPS
Cast pictures
HEROES
Pre-production art
PLANETS
Reversed controls
JARJAR
Programmer message
LTDJGD
Programming team
TEAM
Pictures of Simon
SIMON
James' day off work pics
JAMES
Christmas bonus FMV
WOZ
Extra camera angles
DIRECTOR

STATE OF EMERGENCY
The fighting fun is all kicking off and you can make things even wilder by entering these cheats!

CHEAT CODES
Enter any of the following codes during play at any time at all:

Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo*
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ○
Decapitating punches
L1, L2, R1, R2, □
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ○
* You should not hold a weapon while entering this.

PLAY AS SPANKY IN KAOS MODE
Successfully complete the Mall level in Revolution mode to unlock a playable Spanky in Kaos mode.

PLAY AS FREAK IN KAOS MODE
Successfully complete the Chinatown level in Revolution mode to unlock Freak as a playable character in Kaos mode.

PLAY AS BULL IN KAOS MODE
Successfully complete the East Side level in Revolution mode to unlock Bull as a playable character in Kaos mode.

Here's the complete round-up of all the riotous codes available to you!

Unlock Bull*
→, →, →, →, ⊗
Unlock Freak*
→, →, →, →, ○
Unlock Spanky*
→, →, →, →, △
Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo**
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ○
Decapitating punches
L1, L2, R1, R2, □
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ○
All weapons
L1, L1, R2, R2, ⊗
Pistol
←, →, ↓, L1, △
Tazer
←, →, ↓, L1, ○
Pepper Spray
←, →, ↓, L1, □
Tear Gas
←, →, ↓, L1, ⊗
Shotgun
←, →, ↓, L2, △
Minigun
←, →, ↓, R1, △
Flame Thrower
←, →, ↓, R1, ○
Grenade Launcher
←, →, ↓, R1, □
Rocket Launcher
←, →, ↓, R1, ⊗
AK47
←, →, ↓, R2, △
M16
←, →, ↓, R2, ○
Grenade
←, →, ↓, R2, □
Molotov Cocktail
←, →, ↓, R2, ⊗
Mission skip
←, ←, ←, ←, △
Mission select
L1, L2, L2,L2, L1, ⊗
Unlock a policeman
(hold L1) R2, R2, L2, R1

STUNTMAN
ALL DRIVING GAMES, CARS AND TOYS
Enters BiNdErS as a case-sensitive name at the NEW GAME menu. All driving games, cars and toys will be included. Not bad at all.

ALL TOYS
Enters Turnips as a case-sensitive name at the NEW GAME menu.

ALL TRAILERS
Enters BonNeTT as a case-sensitive name at the NEW GAME menu.

ALL CARS
Enters Sez4Jnr as a case-sensitive name at the NEW GAME menu.

SUMMONER
HIDDEN FMV
Select the 'Credits' option from the Main Menu and then press ⊗ whilst the credits are rolling to unlock a rather amusing FMV sequence showing some of the Summoner and Red Faction characters playing *Dungeons & Dragons*!

ALTERNATE ENDING
After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

SUPER FARM
Enter any of the following codes at the Main Menu. You should hear a 'ping' to confirm correct code entry. Note: when entering the codes, you must press and briefly hold each button for the codes to work. Fiddle around and you will get the timing right pretty quickly.

Cheat Menu
L1, R1, L2, R2, ↑, ↓, ↑, ↓
Buck the Duck
L1, ↓, ↑, ↑, ↑, L1
Frank the Bull
L1, L2, □, △, △, L2
Stingy the Rat
R1, R1, L1, □, □, □
Joey the Donkey
L2, L1, L1, △, △, △
Sheaty the Fly
L1, L1, R1, R1, ↑, △
Bill the Rooster
R1, R2, L1, L1, △, □
Kofmunship Level
△, L2, L2, R2, R2
Pamela Level
□, △, □, △, R1
Jail Level
R1, R1, □, △, R1
Gladiator Level
△, □, L1, L1, L1

T IS FOR...

TAK AND THE POWER OF JUJU

ALL EXTRAS
Pause the game and press ←, →, □, □, ○, ○, →, ←. This unlocks the Cinematics, Concept Artwork and Storyboards at the Extras Menu.

ALL PLANTS
Pause and press □, △, ○, ←, ↑, →, ↓, ↓.

ALL MOONSTONES
Pause the game and press △, △, □, □, ○, ○, ←, →.

ALL JUJU POWERS
Pause the game and press ↑, →, ←, ↓, △, ○, □, ↓.

ALL YORBELS
Pause the game and press ↑, △, ←, □, →, ○, ↓, ↑.

EXTRA FEATHERS

Pause the game and press □, △, ○, □, △, ○, □, △. This code can be repeated for lots of feathers.

TEKKEN 4

UNLOCK EDDY GORDO

Successfully complete Story Mode as Christie Monteiro. To play as Eddy, highlight Christie at the character selection screen and press △.

UNLOCK MIHARU HIRANO

Successfully complete Story Mode as Ling Xiaoyu. To play as Miharu, highlight Xiaoyu at the character selection screen and press ○.

UNLOCK LING XIAOYU'S SCHOOL UNIFORM COSTUME

Successfully complete Story Mode as Xiaoyu. To play in this alternate costume, highlight Xiaoyu at the character selection screen and press △.

FIGHT AS PANDA

Highlight Kuma (see table below for how to unlock Kuma) at the character selection screen and press ○.

FIGHT AS VIOLET LEE

Highlight Lee at the character selection screen and press ○.

UNLOCKING ALL CHARACTERS

Successfully complete Story Mode with the following fighters to unlock the corresponding characters for use in any mode.

COSTUME	CODE
Hwoarang	Jin Kazama
Christie	Eddy
Xiaoyou	Kuma/Panda
Yoshimitsu	Bryan Fury
Bryan	Violet Lee
Violet LeE	Combot
Kazuya	Nina
Nina	Lei
Law/Paul/Marduk	Heihachi

UNLOCK DOJO STAGE

Successfully complete Tekken Force Mode with any character.

UNLOCK THEATER MODE

Successfully complete the Story Mode with any character.

THIS IS FOOTBALL 2003

View credits
L2, L1, L1, L2, L2, L2
Farm sounds
L1, L1, R2, ↑, ↓, →
Clown sounds
L1, L1, L2, R2, R2, R1
Fast announcers
L2, R2, R1, R2, L2, R2
FMV sequences
L2, L1, L1, L1, L2, L2

p and theTimewarp League.

TIGER WOODS PGA TOUR 2003

Never disappoint 'er indoors again with these codes to get super wood every time.

All golfers	ALLTW3
All courses	14COURSES
Super Tiger Woods	SUNDAY
Brad Faxon	XON
Cedric Andrews	IAM1
Charles Howell III	BANDPANTS
Dominic Donatello	GODFATHER
Hamish	MCRUFF
Jim Furyk	THESWING
Josey Scott	SUPERSTAR
Justin Leonard	JUSTINTIME
Kellie Newman	COWGIRL
Mark Calavecchia	CALCULATE
Mark Omeara	TB
Melvin Tanigawa	YOYOYO
Notah BeGay III	NOTABLY
Solita Lopez	SOLITARY1
Steve Stricker	SS
Stewart Cink	SINK
Stuart Appleby	ORANGES
Takeharu Moto	2TON
Ty Tryon	TYNO
Val Summers	VALENTINE
Vijay Singh	VJSING

MEMORY CARD BONUSES

Insert a memory card with a save of *Tiger Woods 2002* on it whilst loading up this game, you'll be get the Black Rock Cove course.

TIGER WOODS 2004

Select 'Password' from the Options Menu and enter any of the following as case-sensitive codes. A voice will say 'Oh yeah' to confirm correct code entry.

CODE	UNLOCKS
THEKITCHENSINK	All golfers and courses
CANYOUPICKONE	All golfers
ALLTHETRACKS	All courses
ACEINTHEHOLE	Cedric 'Ace' Andrews
CEDDYBEAR	Cedric The Entertainer
DISCOKING	Dominic 'The Don' Donatello
DTBROWN	Felicia 'Downtown' Brown
EDDIE	Edwin 'Pops' Masterson
ICYONE	Erica 'Ice' Von Severin
DWILBY	Hamish 'Mulligan' McGregor
ERUPTION	Moa 'Big Mo' Ta'a Vatu
SHORTGAME	Solita Lopez
4REDSHIRTS	Sunday Tiger Woods
EMERALDCHAMP	Takeharu 'Tsunami' Moto
BEVERLYHILLS	Val 'Sunshine' Summers
THENEWLEFTY	Melvin 'Yosh' Tanigawa
sherwood target	Target World Challenge Game

TIME CRISIS 2

ORANGE GUYS

When playing solo it is possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

EYES OF A HAWK

TONY HAWK'S UNDERGROUND

THE BEST SECRETS FROM THE BEST 'BOARDER' OUT THERE...

PERFECT RAIL BALANCE

Select "Cheat Codes" at the options menu, then enter letitslide as a code.

PERFECT MANUALS

Select "Cheat Codes" at the options menu, then enter keepitsteady as a code.

MOON GRAVITY

Select "Cheat Codes" at the options menu, then enter getitup as a code. Worth remembering, this doesn't work when driving, though.

ALL FMV SEQUENCES

Select "Cheat Codes" at the options menu, then enter digivid as a code.

COOL SPECIALS

Get all 129 goals.

KID MODE

Get all 129 goals.

ROLLERSKATES

Get all 129 goals.

FLAME

Get all 129 goals.

ALWAYS SPECIAL

Get all 129 goals.

PERFECT SKITCH

Get all 129 goals.

HOTTER THAN HELL LEVEL

Get the last goal (Kill Eric's Best Line) to unlock the Hotter Than Hell level, which features Kiss. You will also unlock the Helicopter FMV sequence.

PLAY AS GENE SIMMONS

Successfully complete the Story Mode on the normal difficulty setting.

PLAY AS IRON MAN

Successfully complete the Story Mode on the beginner difficulty setting.

PLAY AS T.H.U.D.

Successfully complete Story Mode on the sick difficulty setting.

PLAY AS PEDESTRIANS

Clear all gaps in the game.

CREATE-A-DECK MODE

Successfully complete Slamma Jamma in Story Mode.

KISS CONCERT FMV SEQUENCE:

Collect all the letters that spell K-I-S-S in the Hotter Than Hell level. This will unlock the Kiss FMV sequence. Then, collect K-I-S-S again. This will start the KISS Concert. Like, brilliant.

BAILS 1 FMV SEQUENCE

Collect three secret tapes.

BAILS 2 FMV SEQUENCE

Collect six secret tapes.

ALWAYS HARD FMV SEQUENCE

Collect nine secret tapes.

LOST FOOTAGE FMV SEQUENCE

Complete the game under the too easy and beginner difficulty settings to unlock a new "Lost Footage Tape", in which instead of challenging Eric, you punch him and take the tape. Chortle.

ALTERNATE ENDING SEQUENCE

Successfully complete the Story Mode twice or complete sick mode to view an alternate ending sequence.

Quiksilver
T.H

YELLOW GUYS

When terrorists dressed in yellow appear, shoot them quickly to get big bonus points.

AUTOMATIC WEAPONS

Complete Story Mode twice.

UNLIMITED AMMO

Complete Story Mode three times.

WIDE-EFFECT AMMO

To get this improved ammunition complete Story Mode four times.

MIRROR MODE

Complete Story Mode without using any continues at all.

UNLIMITED CREDITS

To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits!

TOCA RACE DRIVER

ALL CARS

Enter CARS as a code at the Bonus Screen to unlock every car in Free Time Mode.

ALL TRACKS

Enter TRACKS as a code at the Bonus Screen to unlock every track in Free

TIME MODE

Realistic handling
Enter SIM as a code at the Bonus Screen to make the cars handle more authentically.

BETTER DAMAGE

Enter DAMAGE as a code at the Bonus Screen to cause more dramatic damage to each car when they are struck.

VIEW CREDITS

Enter CREDITS as a code at the Bonus Screen to view a full list of the game's creators.

BONUS COMPETITIONS

When you complete the LOLA World Championship, you need $8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

TONY HAWK'S PRO SKATER 3

A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters!

MASTER CODE

Go to the Options Menu and select Cheats. Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

ALL CHEATS AND CHARACTERS UNLOCKED

Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

LEVEL SELECT

Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

UNLOCK ALL FMV

Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences.

TOP 5
COMPLETELY HARMLESS
DOCTOR CRAP-A-LOTS TEABAG
BREW UP- THEN RETREAT TO A SAFE DISTANCE

PRACTICAL JOKES

Great gags local corner shop-style, recommended by 'Stokesy' on email.

1. LAXATIVE

Coming in sweet or teabag form, we don't actually remember these working. Ever. Certainly no one we ever used as an unwitting subject suffered stomach-churning runs, or extreme pant fillage while doing a make or break work presentation.

2. BLACK SOAP

Now *this* works. In some form of witchcraft these outwardly white soaps actually spread black dye all over your hands, making you look like a right twonk. Hilarity ensues.

3. PEPPER GUM

Hateful pepper and chilli-filled gum that instantly makes you feel sick and probably leads to violent squits on the bus home. Pepper gum was a good 'un if you never wanted anyone to speak to you ever again.

4. CAR SCRATCHES

Yak, yak, yak. These transfers could be placed onto the side of any car to make it look like someone had keyed it, or another car had got a little too close. The fact that they didn't so much look like scratches as transfers didn't seem to matter.

5. FAKE DOG TURD

The old classic. But not as good as the joke where you really *do* get a dog to drop a turd on a counter and then persuade a mate that it's only fake and he should touch it.

MINI HAWKS

On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

TUROK: EVOLUTION

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start or else it won't work.

Invincibility
emerpus
Invisibility
sllewgh
Unlimited ammo
madman
Unlock all levels
sellout
Unlock all weapons
texas

TWISTED METAL: BLACK

CHEAT CODES

Whilst locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down L1 + R1 + L2 + R2.

Invincibility
↑, ↓, ←, →, →, ←, ↓, ↑
Mega Machine-guns
✕, ✕, △

One-hit kills
⊗, ⊗, ↑
God mode
↑, ⊗, ←, ◎
Weapons for health
△, ⊗, ⊡, ◎

U IS FOR...

UFC THROWDOWN

SILVER BELT

Successfully complete UFC Mode with a default or created character to win the Silver belt.

GOLD BELT

Win the Silver belt with any character and enter the UFC Mode. Select the 'Free Weight' Option, then select the same character. Complete UFC Mode again.

PLAY AS MARIO YAMASAKI

Win the Gold belt with a default character to unlock the nasty piece of work that is Mario Yamasaki.

PLAY AS JOHN MCCARTHY

Successfully complete all challenges with Mario Yamasaki. Then, at the character selection screen, highlight Mario Yamasaki and hold L1.

PLAY AS LORENZO FERTITTA

Win the Gold belt in UFC Mode with a created character to unlock Lorenzo Fertitta.

PLAY AS DANA WHITE

Successfully complete all challenges with Lorenzo Fertita. Then, at the character selection screen, highlight Lorenzo Fertita and hold L1.

KUNG-FU STYLE

Successfully complete Career Mode with a kick boxer.

KARATE FIGHTING STYLE

Successfully complete Career Mode with a created Sumo fighter to unlock the Karate fighting style.

NIN-JITSU FIGHTING STYLE

Successfully complete Career Mode with a karate fighter to unlock the Nin-Jitsu fighting style to use for created characters.

PLAY AS BRUCE BUFFER

Win the Gold belt in UFC Mode with a default character to unlock Bruce Buffer who will kick some ass for you!

UNREAL TOURNAMENT

CHEAT CODES

Enter the following codes after pausing the game at any point...

Level skip
↑, ↓, ←, →, →, ←, ◎

Invincibility
⊡, ◎, ←, →, ◎, ⊡

Full ammo
←, →, ◎, ◎, ◎, →, ←

All characters
←, ←, ◎, ◎, →, ←, ⊗

LEVEL SELECT

Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press: ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

FATBOY MUTATOR

At the main menu, press ◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎. Select multiplayer mode and choose the Fatboy Mutator. Get killed to have the new Mutator get thinner. Get a kill to have the Mutator get bigger.

STEALTH MUTATOR

At the main menu, press ⊡, ⊡, ◎, ◎, ⊡, ⊡ ◎, ◎. Select multiplayer mode and choose the Stealth Mutator.

BIG HEAD MODE

At the main menu, press ←, →, ←, →, ←, →, ◎, ◎, ◎. Select multiplayer mode, highlight the 'Mutators' option and press ⊗. Highlight the new 'Big Head' option, then press →, ⊗.

V IS FOR...

V-RALLY 3

Are there any hidden cars in V-Rally 3? You bet your fluffy dice there are! Below is a list of the four additional vehicles available and how to unlock them. Once unlocked, you can select these four-wheeled fancies by choosing the Bonus Cars option from the Car Category Menu.

MITSUBISHI LANCER EVOLUTION VI

Win the 1.6L Championship in V-Rally Mode.

SUBARU IMPREZA 2000

Win the 2.0L Championship in V-Rally Mode.

SEAT CORDOBA REPSOL

Successfully complete the Challenge Mode.

TOYOTA COROLLA V-RALLY

Set a record time for every track.

REVERSED TRACKS

In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

HOVER-CARS

Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

VIRTUA FIGHTER 4

PLAYING AS DURAL

Beat Dural in the Kumite Mode then she'll (yes, that is a 'she' by all accounts) become playable in Versus Mode. You'll be glad to have on your side even if she isn't the sexiest of birds.

PLAYABLE TRAINING STAGES

Below is how to get the three extra training stages for use in Versus Mode. Nice scenery!

TRAINING STAGE ONE

Gain 1st Dan rank in Kumite Mode.

TRAINING STAGE TWO

Gain 5th Dan rank in Kumite Mode.

TRAINING STAGE THREE

Gain Monarch rank in Kumite Mode.

UNLOCKING DURAL'S STAGE

Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage – The Hangar. Thankfully, it's about as girly as she is.

VIRTUA FIGHTER 1 MODELS

Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold R1 (or Punch + Kick if you prefer) until the round starts. Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy way back in the day.

WAKEBOARDING UNLEASHED

CLEAR ALL GAPS

At the Main Menu press: R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2 R2, R1, L1, L2, R2

The message 'Wakeboarding Royalty' will appear to confirm correct code entry. Boarders also ride wearing crowns.

UNLOCK SECOND AND THIRD BOARDS

At the Main Menu press: ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓, ↑, ←, →, ↓

The message 'You got all the boards...or did you' will appear to confirm correct code entry.

UNLOCK ALL LEVELS

At the Main Menu press: ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎, △, △, △, △, ⊡, ◎, △

The message 'Travel Visa Approved' will appear to confirm correct code entry.

WIPEOUT FUSION

Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

Features unlocked
⊗, △, ◎, △, ◎
Unlimited weapons
△, ◎, ⊗, ◎, ⊡
Unlimited shields
△, △, ⊡, ⊡, ⊡
Retro ships
⊗, ◎, △, ⊡, ⊗

WORLD CHAMPIONSHIP SNOOKER 2003

Input the following code at the Main Menu to unlock everything
R1, L1, ⊡, △, ⊡, R1

RACE GRIFFIN

WRC II EXTREME

CODES TO HELP YOU MASTER THE TRACKS.

Enter the following cheats in the secrets menu to get even more from this already very good game.

CHROME ...Very reflective car
DISCO ....Disco lights effect
NITRO ....Power boost
MOBLUR ....Motion blur
UFOPTER ....UFO effect
KANGAROO ....Bouncy suspension
HELIUM ....High pitched co-driver
EVOS .....All bonuses unlocked

WORLD RALLY CHAMPIONSHIP

At last – some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little then select the Extra option from the main menu, then enter any of the following in the Code section.

Greater acceleration
EVOPOWER

Comedy commentary
HELIUMAID

No chassis
THATSSTUPID

Flying cars (in replays)
FLOATYLIGHT

Overhead camera
DOWNBELOW

Reversed camera
ONTHECEILING

Underwater graphics
WIBBLYWOBBLY

Psychedelic graphics
IMGOINGCRAZY

WWE CRUSH HOUR

CODES

All levels and characters/vehicles
At the Character/Vehicle selection screen, press:
⊡, L2, R2, ◎, ⊡, L1, L1, L2

Fill Special Meter quickly
Pause during game play, hold L3 and press: △, ◎, ◎, ◎, ◎

Unlimited turbo
Pause during game play, hold L3 and press: ⊗, L1, R1, R2, △

X IS FOR...

X2: WOLVERINE'S REVENGE

UNLOCK LEVEL SELECT

Press △, ◎, △, ⊡, △, ◎, L1 + R1 at the Main Menu to activate this cheat.

UNLOCK ALL COSTUMES, CEREBRO FILES AND MOVIES

Press △, ◎, △, ⊡, ⊡, ⊡, L1 + R1 at the Main Menu.

UNLOCK CHEATS OPTION

Press △, △, ◎, ◎, ⊡, ⊡, ◎, ◎, L1 + R1 + L2 + R2 at the Main Menu. A Cheats Menu is then accessible by pausing the game. The Cheats Menu consists of Invulnerability and Freeze Frame options which you can switch on and off.

Z IS FOR...

ZONE OF THE ENDERS

REFILL AMMO AND HEALTH

Pause the game and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.

UNLOCK VERSUS MODE

At the 'Press Start' screen, press ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑

ZONE OF THE ENDERS: THE 2ND RUNNER

Here's how to get the best out of your mech and go heavy metal...

EXTRA JEHUTY OFS

Complete the game to unlock the additional Jehuty Orbital Frames: Jehuty Ver.2, Damaged Jehuty and Naked Jehuty. These can be used when playing through the game again after loading your 'Clear Data' game save. They can also be used in Extra Missions and, with the exception of Naked Jehuty, Versus Mode.

UNLIMITED SUBWEAPON ENERGY

Successfully complete the game and restart from your 'Clear Data' game save. Select Naked Jehuty as your OF and equip all subweapons. You can now play through the game with unlimited subweapon energy.

UNLOCK ZORADIUS MINI-GAME

Successfully complete the game and choose the 'Extra Missions' options from the Main Title screen. Choose any of the Jehuty OFs at the Character Selection screen, but notice that the box below Naked Jehuty is filled with a '?'. Once you have selected a character, choose 'Boss Battle' at the Mode Selection screen and then choose to fight against Vic Viper, which is Stage 03. When the mission starts, pause the game and enter the following code: ↑, ↑, ↓, ↓, ←, →, ←, →, L1, R1.

Exit and return to the Extra Missions Character Selection screen. Vic Viper should now be a selectable character below Naked Jehuty. Choose Vic Viper to play the Zoradius mini-game.

ZORADIUS POWER-UP CHEAT

Begin the Zoradius mini-game, pause the game and enter the following code: ↑, ↑, ↓, ↓→, ←, →, L1, R1. This will give you all power-ups except Speed Up.

UNLOCK NAKED JEHUTY IN VERSUS MODE

Successfully complete the game and restart from your 'Clear Data' game save, but make sure you are NOT playing as Naked Jehuty. Play almost all the way through the game, up to the point where you descend down a sloped underground cargo route (just after the massive LEV battle).

When you reach the cargo route exit (which leads to the tunnel where the energy beam pushes Jehuty back), look below the exit and you'll see two corridors that are blocked by red lasers.

Shoot the lasers to disable them and go through into a secret area. Inside you'll fight Naked Jehuty – defeat it and grab the Vs Mech icon.

A TO Z TOP FIVES

In association with XPLODER

Send us in your top five and you could win a Region Free DVD, allowing you to play American and Japanese DVDs on your UK PS2!

MY TOP FIVE ARE...

1. ______________________________
2. ______________________________
3. ______________________________
4. ______________________________
5. ______________________________

I am ______________________________

____

And I live at ______________________________

____

____

____

____

____

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SEND THIS FORM TO: TOP FIVES (A to Z),
Cheatzone, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL TOP FIVES TO: cheatzone@futurenet.co.uk

ALL-NEW CHEAT DISC CODES

ACTION REPLAY

The best new codes for Datel's cheat system...

MEDAL OF HONOR: RISING SUN

Master Code
0E3C7DF2 1853E59E
7EA9CC7D BCDECDFF
CAF25ACD BCA99B83

Infinite Health
DE83374A E0AB9B84
Max Ammo
DE9A060E BCA99B83
DE9A061E E0AB9E6A
Infinite Ammo
DE99F072 BCA99B83
Extra Ammo
0E99F072 BCA99A82
CE99F072 BCA99B84
Nobody Shoots But You
DE82B956 BF899B8B
DE82B952 BCA99B83
Max Grenades Range Attack
DEA91636 FB299B83
Big Jumps
DE83B5FA F8AA55C3
Ultra Big Jumps
DE83B5FA F8AA5583
Moonjump
DE8FFFFE F8AAD983
DE8FFFFA 002AA383
DE8FFF86 C4AF6DC9
0EB1DF38 BCA98A82
DE83B58E C4AC9A43
0EB1DF38 BCA99A82
DE83B58E 82EA9DBB
Press L3+Up to activate

Quicker Game
0EB1DF38 BCA99A70
DEA9099E FC299B83
0EB1DF38 BCA99A70
DE97EC72 BCA99B83
Press L3+Down to activate

Hypermode
0EB1DF38 BCA99A40
DEA9099E FDE99B83
0EB1DF38 BCA99A40
DE97EC72 BCA99B83
Press L3+Right to activate

Slow Motion
0EB1DF38 BCA99A60
DEA9099E FAE99B83
0EB1DF38 BCA99A60
DE97EC72 BCA99B83
Press L3+Left to activate.

Normal Speed
0EB1DF38 BCA99A00
DE97EC72 A2DD88A3
Have All Storyboards
DE951B9E E0AC9A82
DE951B9A 682CDADB
Have All Valor In History
DE951B1E E0AC9A82
DE951B1A 682CDADB
Have All Movies
DE97CD4E E0AB9B84
DE97CD4A 604BDF71
Have All Medals
DE97896E 682B9B83
DE978966 E0AB9A82
Have All Bonuses
DE97893A E0AB9A82
DE9789C2 682B9B83
Have All Missions
DE978BEA E0AB9A82

NEED FOR SPEED: UNDER-GROUND

Master Code
0E3C7DF2 1853E59E
EEA3EF5A BCA99C80

Max Cash
DEB42482 C19E7B82
Max Circuit Starts
DEB3A502 C19E7B82
Max Circuit Wins
DEB3A50E C19E7B82
Max Circuit Style
DEB3A50A C19E7B82
Max Style
DEB49C6A C19E7B82

Stacks Of Extras Unlocked A
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435CE BEAB9D85
DEB435CA BEAB9D85
DEB435D6 BEAB9D85
DEB435D2 BEAB9D85
DEB435DE BEAB9D85
DEB435DA BEAB9D85
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435EE BEAB9D85

Stacks Of Extras Unlocked B
DEB435EA BEAB9D85
DEB435F6 BEAB9D85
DEB435F2 BEAB9D85
DEB434FE BEAB9D85
DEB434FA BEAB9D85
DEB43486 BEAB9D85
DEB43482 BEAB9D85
DEB4348E BEAB9D85
DEB4348A BEAB9D85
DEB43496 BEAB9D85
DEB43492 BEAB9D85
DEB4349E BEAB9D85
DEB4349A BEAB9D85
DEB434A6 BEAB9D85
DEB434A2 BEAB9D85
DEB434AE BEAB9D85
DEB434AA BEAB9D85
DEB434B6 BEAB9D85
DEB434B2 BEAB9D85
DEB434BE BEAB9D85
DEB434BA BEAB9D85
DEB43446 BEAB9D85
DEB43442 BEAB9D85
DEB4344E BEAB9D85

MANHUNT

Master Code
0E3C7DF2 1853E59E
EE8BF1BA BCA99C80
Players must have a memory card in either slot for the Autosave feature to save the levels open

Open All Levels
CE40DFFA BCA99B84
CE40DF2A BCA99B84
CE40DE5A BCA99B84
CE40DD8A BCA99B84
CE40DD3A BCA99B84
CE40DC6A BCA99B84
CE40D39A BCA99B84
CE40D3CA BCA99B84
CE40D27A BCA99B84
CE40D1AA BCA99B84
CE40D1DA BCA99B84
CE40D00A BCA99B84
CE40D7BA BCA99B84
CE40D7EA BCA99B84
CE40D61A BCA99B84
CE40D54A BCA99B84
CE40D4FA BCA99B84
CE40D42A BCA99B84
CE40CB5A BCA99B84
CE40CA8A BCA99B84

All Levels Max Stars
CE40DF86 BCA99B88
CE40DF36 BCA99B88
CE40DE66 BCA99B88
CE40DD96 BCA99B88
CE40DDC6 BCA99B88
CE40DC76 BCA99B88
CE40D3A6 BCA99B88
CE40D3D6 BCA99B88
CE40D206 BCA99B88
CE40D1B6 BCA99B88
CE40D1E6 BCA99B88
CE40D016 BCA99B88
CE40D746 BCA99B88
CE40D7F6 BCA99B88
CE40D626 BCA99B88
CE40D556 BCA99B88
CE40D486 BCA99B88
CE40D436 BCA99B88
CE40CB66 BCA99B88
CE40CA96 BCA99B88

HARRY POTTER: QUIDDITCH WORLD CUP

Master Code
0E3C7DF2 1853E59E
EEAA5C92 BCDD3DA2

P1 Infinite Boost
DE8FFFFE F8AADA03
DE8FFFFA F8AD9BC6
DE8FFF86 682ADA47
DE8FFF9E BF899B8B
DE872396 C4AC9A43

All Cards
D1C2D97E BBA89A82
D1C2D97A BBA89A82
D1C2D906 BBA89A82
D1C2D902 BBA89A82
D1C2D90E BBA89A82
D1C2D90A BBA89A82
D1C2D916 BBA89A82
D1C2D912 BBA89A82

RATCHET AND CLANK 2

0E3C7DF2 1853E59E
EE8C9DF2 BCBBFC82

Infinite Health
DE863362 BCA99BE7

Moonjump
DE8FFFFE F8AB9B97
DE8FFFFA 40EB1D9F
DE8FFF86 E0AA5A82
DE8FFF82 D0EA9B87
DE8FFF96 F8AAD983
DE8FFF92 68EA3A1B
DE8FFF8A F8AB9B9C
DE8FFF9A BF899B8B
DE8D4F16 C4AC9A43

Max Bolts
DE84847E BC399B83
Max Nanotech Level
DE848416 BCD89B83
Max Raritanium Level
DE84847A BC399B83
Max Crystals
CE848418 BCA9C292
Max Moonstones
CE84841A BCA9C292

40 Platinium Bolts
DE8543FE BDAA9C84
DE8543FA
BDAA9C84
DE854386
BDAA9C84
DE854382
BDAA9C84
DE85438E
BDAA9C84
DE85438A
BDAA9C84
DE854396
BDAA9C84
DE854392 BDAA9C84
DE85439E BDAA9C84
DE85439A BDAA9C84

Enable Weapons Codes
Clank Zapper
FE847B01 BCA99B84

Bomb Glove
FE847B02 BCA99B84

Visibomb Gun
FE847B0C BCA99B84
Sheepinator
FE847B0E BCA99B84
Decoy Glove
FE847B09 BCA99B84
Tesla Claw
FE847B08 BCA99B84
Chopper
FE847B14 BCA99B84
Pulse Rifle
FE847B17 BCA99B84
Seeker Gun
FE847B16 BCA99B84
Hoverbomb Gun
FE847B11 BCA99B84
Blitz Gun
FE847B10 BCA99B84
Minirocket Tube
FE847B13 BCA99B84
Plasma Coil
FE847B12 BCA99B84
Lava Gun
FE847B1D BCA99B84
Lancer
FE847B1C BCA99B84
Synthenoid
FE847B1F BCA99B84
Spiderbot Glove
FE847B1E BCA99B84
Bouncer
FE847B25 BCA99B84
Miniturret Glove
FE847B21 BCA99B84
Gravity Bomb
FE847B2E BCA99B84
RYNO II
FE847B22 BCA99B84
Zodiac
FE847B23 BCA99B84
Shield Charger
FE847B2D BCA99B84
Walloper
FE847B35 BCA99B84
Infinite Ammo Codes
Chopper
DE8B675E BCA99BA6
Pulse Rifle
DE8B675A BCA99B8B

Seeker Gun
DE8B6766 BCA99B9C

Hoverbomb Gun
DE8B6762 BCA99B8D

Blitz Gun
DE8B676E BCA99B9C

CHEAT!
OVER 12,000 PS2 CODES IN OUR A TO Z!

Minirocket Tube
DE8B676A BCA99B9C

Plasma Coil
DE8B6776 BCA99B92

Lava Gun
DE8B6772 BCA99B4B

Lancer
DE8B677E BCA99B4B

Synthenoid
DE8B677A BCA99B8F

Spiderbot Glove
DE8B6706 BCA99B8B

Bouncer
DE8B6712 BCA99B9C

Miniturret Glove
DE8B6722 BCA99B97

Gravity Bomb
DE8B672E BCA99B8B

Zodiac
DE8B672A BCA99B87

RYNO II
DE8B6736 BCA99BE7

Shield Charger
DE8B6732 BCA99B88

Weapon Upgrade Codes
Multi-Star
DE8B65BE BCA9FB83

Vaporizer
DE8B65BA BCA9FB83

HK22 Gun
DE8B6546 BCA91F83

Tetrabomb Gun
DE8B6542 BCAA5B83

Blitz Cannon
DE8B654E BCA9FB83

Megarocket Cannon
DE8B654A BCABBB83

Plasma Storm
DE8B6556 BCABBB83

Meteor Gun
DE8B6552 BCABBB83

Heavy Lancer
DE8B655E BCA9FB83

Kilonoid
DE8B655A BCA93B83

Tankbot Glove
DE8B6566 BCA91B83

Heavy Bouncer
DE8B6572 BCA98B83

Megaturret Glove
DE8B6502 BCA9FB83

Mini-Nuke
DE8B650E BCA9FB83

Tesla Barrier
DE8B6512 BCA9FB83

Enable Gadgets
Heli-Pack
FE847B78 BCA99B84

Thruster Pack
FE847B7B BCA99B84

Swingshot
FE847B0D BCA99B84

Gravity Boots
FE847B0B BCA99B84

Grind Boots
FE847B0A BCA99B84

Dynamo
FE847B1A BCA99B84

Tractor Beam
FE847B2C BCA99B84

Thermanator
FE847B27 BCA99B84

Charge Boots
FE847B34 BCA99B84

Hypnomatic
FE847B37 BCA99B84

Enable Items Codes
Hydro-Pack
FE847B7A BCA99B84

Mapper
FE847B05 BCA99B84

Commando Suit
FE847B04 BCA99B84

Armor Magnetizer
FE847B07 BCA99B84

Levitator
FE847B06 BCA99B84

Glider
FE847B15 BCA99B84

Electrolyzer
FE847B24 BCA99B84

Megacorp Helmet
FE847B2F BCA99B84

Biker Helmet
FE847B2E BCA99B84

Box Breaker
FE847B28 BCA99B84

Infiltrator
FE847B2B BCA99B84

All Weapons/Items/Gadgets
DE847B7E BDAA9C84
DE847B7A BDAA9C84
DE847B06 BDAA9C84
DE847B02 BDAA9C84
DE847B0E BDAA9C84
DE847B0A BDAA9C84
DE847B16 BDAA9C84
DE847B12 BDAA9C84
DE847B1E BDAA9C84
DE847B1A BDAA9C84
DE847B26 BDAA9C84
DE847B22 BDAA9C84
DE847B2E BDAA9C84
DE847B2A BDAA9C84

In-Game Cheats
Big Head Rachet
FE8484C1 BCA99B84

Tux Rachet
FE8484C8 BCA99B84

Big Head Clank
FE8484C3 BCA99B84

Mirror Levels
FE8484C2 BCA99B84

Big Head Actors
FE8484C6 BCA99B84

Funny Side Rachet
FE8484C9 BCA99B84

Big Head Enemies
FE8484CF BCA99B84

Beach Boy
FE8484CB BCA99B84

Snow Dude
FE8484C0 BCA99B84

Other Unlocks
First Person Mode
DE84840E BDAA9C84

SMACK DOWN! HERE COMES THE PAIN

Master Code
0E3C7DF2 1853E59E
EE8D0122 BCBA9032

Disable AI
(L3 to Activate,R3 to Stop)
Open Locked Options
DEAE996E E0AB9B84
Infinite Smackdown Use
DE83453A BCA99B83
Items In Shop Cost Nothing
DEAE9F42 E0AB9B83
No Exp Needed for Attr. Pts
DE8C20B6 E0AB9B83
DE901B6A E0ACC292

FIFA 2004

Master Code
0E3C7DF2 1853E59E
EEBC316A BCEB60FA
Max Prestige Points: Career
DED67926 BCA99E6B
Position 1 Scores 9 Goals
DE45E11E BCA99B8C
Position 2 Scores 9 Goals
DE45E11A BCA99B8C
Position 1 Scores 0 Goals
DE45E11E BCA99B8C
Position 2 Scores 0 Goals
DE45E11A BCA99B8C
Goalkeepers are rubbish
DEB4DDC2 BBA89A82

TRUE CRIME: STREETS OF LA

Master Code
0E3C7DF2 1853E59E
EE8E412A BCB9503A
Max Badges
CEB5027A BCA9C292
Quick Badge Increase
CEB5027E BCA99BE6
L3 = More Mission Time
0EB58C98 BCA99A80
DE692C5E BCB38F5F

0EB58C98 BCA99A80
DE692C66 BCB38F5F
R3 = No Mission Time
0EB58C98 BCA99A7E
DE692C5E BCA99B83
0EB58C98 BCA99A7E
DE692C66 BCA99B83
Extra Cars In Impound Lot
FE69219A BCA99B86
All Driving Upgrades
CE692192 BCA99A82
All Combat Moves
CE6922DA BCA99A82
All Guns & Gun Upgrades
CE692206 BCA99A82

GRAND THEFT AUTO: VICE CITY

MASTER CODE
0E3C7DF2 1853E59E
EE8CDC8A BCBBBD9A

LIFE CODES:
Infinite Health
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 BF899B8B
DE8FFF82 02A99BA7
DE91CA1A C8AC9A43
Infinite Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEF
DE8FFF86 BF899B8B
DE8FFF82 02A9A3B9
DE91CA1A C8AC9A43
Infinite Health And Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 68EE9EEF
DE8FFF82 BF899B8B
DE8FFF8E 02A99BA7
DE91CA1A C8AC9A43
Freeze Mission Timer
DE97F3E6 BCA99B83
Maximum Money
DE4279D2 C19E7B82
DE4279DE C19E7B82
Walk Through Walls (L3+L2 to activate, L3+R2 to stop)
0E42EEF8 BCA99980
DE8B2776 BCA99B83
0E42EEF8 BCA99880
DE8B2776 C8B7AEE3
Infinite Ammo
DE89766E E0EB9B83
DE8976C6 E0EB9B83
DE897EF2 E0EB9B83
DE897D5E E0EB9B83
Never Lose Weapons
DE83D4CE BF899B8B
DE83D4CA BCA99B83
Cops Have No AI
DE85675E BF899B8B
DE85675A BCA99B83
Slow Motion (Press L2+R2+DOWN)
0E42EEF8 BCA99742
DEB3DA56 FA299B83
Normal game speed (Press L2+R2+Select)
0E42EEF8 BCA99781
DEB3DA56 FB299B83
Disable Car Damage
DE887302 BCA99B83
Loads of Pedestrians
DEB44076 FE299B83
Loads of Traffic
DEB4478E FE299B83

PRO EVOLUTION SOCCER 3

Master Code
0E3C7DF2 1853E59E
E1F50CAA BDB28DBA

Unlock All Shop Items
D1B1F3FA BBA89A82
D1B1F386 BBA89A82
D1B1F382 BBA89A82
Win All Trophies
D1B1F38E BBA89A82
Infinite Transfer Points
D14DA2B6 C19E7B82
Bigger Created Characters
F15CED4B BCA99B82
Home Team Scores 99 (Press R3+L3+L1 to activate)
01AEBC8A BCA9927C
C1489C72 BCA99BE6
Home Team Scores 0 (Press R3+L3+L2 to activate)
01AEBC8A BCA9997C
C1489C72 BCA99B83
Away Team Scores 99 (Press R3+L3+R1 to activate)
01AEBC8A BCA9967C
C1486BE2 BCA99BE6
Away Team Scores 0 (Press R3+L3+R2 to activate)
01AEBC8A BCA9927C
C1486BE2 BCA99B83

THE SIMS: BUSTIN' OUT

Master Code
0E3C7DF2 1853E59E
EE9C3B52 BCCB56E2
Display Debug Info
DEBF6B4A BCA99B84
General Comments On
DEBF6B62 BCA99B84
All Objects Unlocked
DEBF6B56 BCA99B84
All Locations
CEBF6B52 BCA99B84
Secret Interactions
DEBF6B66 BCA99B84
100% Friendship – Any Sim
DEAB8716 E0BC9BE7
Free Play Mode
DEBF81AA 051DBE73
Have Decorative Lawn Gnome
CEBF7478 BCA99B84
Have Money Lawn Gnome
CEBF7478 BCA99B86
Have Motive Lawn Gnome
CEBF7478 BCA99B87
No Hunger Decrease
DEBF82EA BCA99B83
No Hygene Decrease
DEBF8186 BCA99B83
DEBF8182 BCA99B83
No Energy Decrease
DEBF82CA BCA99B83
DEBF82D6 BCA99B83
No Social Decrease
DEBF82F6 BCA99B83
DEBF82F2 BCA99B83
No Comfort Decrease
DEBF82E2 BCA99B83
DEBF82EE BCA99B83
No Bladder Decrease
DEBF818E BCA99B83
DEBF818A BCA99B83
No Fun Decrease
DEBF81FE DCE81087
Everything's Free
DEBF6B4E BCA99B83
DEAB1EC2 BCA99B83

SSX 3

Master Codes
0E3C7DF2 1853E59E
EEBF0762 BCE892F2

ZOE CODES

Max Acceleration
FEB44E26 BCA99BBA
Max Tricks
FEB44E21 BCA99BBA
Max Edging
FEB44E20 BCA99BBA
Max Spin
FEB44E23 BCA99BBA
Max Toughness
FEB44E22 BCA99BBF
Max Stability
FEB44E2D BCA99BBF
Max Speed
FEB44E27 BCA99BBF
Max Cash
DEB44F02 C19E7B82
DEB44F0E C19E7B82
All Rewards
DEB443F6 BBA89A82
DEB443F2 BBA8A282
DEB442FE BBA89A82
DEB442FA BBA89A82
DEB44286 BBA89A82
DEB44282 BBA89A92
DEB4428E BBA89A82
DEB4428A BBA89A82
DEB44296 BBACAA82
DEB44292 BBB89A82
DEB4429E BCA9AA82

MOBY CODES

Max Cash
DEB48D62 C19E7B82
DEB48D6E C19E7B82
Max Acceleration
FEB48C06 BCA99BBA
Max Edging
FEB48C00 BCA99BBA
Max Speed
FEB48C07 BCA99BBA
Max Spin
FEB48C03 BCA99BBA
Max Stability
FEB48C0D BCA99BBA
Max Toughness
FEB48C02 BCA99BBA
Max Tricks
FEB48C01 BCA99BBA
Max All Stats
FEB48C07 BCA99BBA
DEB48C06 F3E0D2BA
CEB48C02 BCA9D2BA
All Rewards
DEB481D6 BBA89A82
DEB481D2 BBA8A282
DEB481DE BBA89A82
DEB481DA BBA89A82
DEB481E6 BBA89A82
DEB481E2 BBA89A92
DEB481EE BBA89A82
DEB481EA BBA89A82
DEB481F6 BBACAA82
DEB481F2 BBB89A82
DEB480FE BCA9AA82

PSYMON CODES

Max Cash
DEB40922 C19E7B82
DEB4092E C19E7B82
Max Acceleration
FEB408C6 BCA99BBA
Max Edging
FEB408C0 BCA99BBA
Max Speed
FEB408C7 BCA99BBA
Max Spin
FEB408C3 BCA99BBA
Max Stability
FEB408CD BCA99BBA
Max Toughness
FEB408C2 BCA99BBA
Max Tricks
FEB408C1 BCA99BBA
Max All Stats
FEB408C7 BCA99BBA
DEB408C6 F3E0D2BA
CEB408C2 BCA9D2BA
All Rewards
DEB40C96 BBA89A82
DEB40C92 BBA8A282
DEB40C9E BBA89A82
DEB40C9A BBA89A82
DEB40CA6 BBA89A82
DEB40CA2 BBA89A92
DEB40CAE BBA89A82
DEB40CAA BBA89A82
DEB40CB6 BBACAA82
DEB40CB2 BBB89A82
DEB40CBE BCA9AA82

GRIFF CODES

Max Cash
DEB43F8A C19E7B82
DEB43F96 C19E7B82
Max Acceleration
FEB43EAE BCA99BBA
Max Edging
FEB43EA8 BCA99BBA
Max Speed
FEB43EAF BCA99BBA
Max Spin
FEB43EAB BCA99BBA
Max Stability
FEB43EB5 BCA99BBA
Max Toughness
FEB43EAA BCA99BBA
Max Tricks
FEB43EA9 BCA99BBA
Max All Stats
FEB43EAF BCA99BBA
DEB43EAE F3E0D2BA
CEB43EAA BCA9D2BA
All Rewards
DEB4337E BBA89A82
DEB4337A BBA8A282
DEB43306 BBA89A82
DEB43302 BBA89A82
DEB4330E BBA89A82
DEB4330A BBA89A92
DEB43316 BBA89A82
DEB43312 BBA89A82
DEB4331E BBACAA82
DEB4331A BBB89A82
DEB43326 BCA9AA82

VIGGO CODES

Max Cash
DEB4F9AA C19E7B82
DEB4F9B6 C19E7B82
Max Acceleration
FEB4F84E BCA99BBA
Max Edging
FEB4F848 BCA99BBA
Max Speed
FEB4F84F BCA99BBA
Max Spin
FEB4F84B BCA99BBA
Max Stability
FEB4F855 BCA99BBA
Max Toughness
FEB4F84A BCA99BBA
Max Tricks
FEB4F849 BCA99BBA
Max All Stats
FEB4F84F BCA99BBA
DEB4F84E F3E0D2BA
CEB4F84A BCA9D2BA
All Rewards
DEB3FD1E BBA89A82
DEB3FD1A BBA8A282
DEB3FD26 BBA89A82
DEB3FD22 BBA89A82
DEB3FD2E BBA89A82
DEB3FD2A BBA89A92
DEB3FD36 BBA89A82
DEB3FD32 BBA89A82
DEB3FD3E BBACAA82
DEB3FD3A BBB89A82
DEB3FDC6 BCA9AA82

ELISE CODES

Max Cash
DEB42812 C19E7B82
DEB4281E C19E7B82
Max Acceleration
FEB42F36 BCA99BBA
Max Edging
FEB42F30 BCA99BBA
Max Speed
FEB42F37 BCA99BBA
Max Spin
FEB42F33 BCA99BBA
Max Stability
FEB42F3D BCA99BBA
Max Toughness
FEB42F32 BCA99BBA
Max Tricks
FEB42F31 BCA99BBA
Max All Stats
FEB42F37 BCA99BBA
DEB42F36 F3E0D2BA
CEB42F32 BCA9D2BA
All Rewards
DEB42386 BBA89A82
DEB42382 BBA8A282
DEB4238E BBA89A82
DEB4238A BBA89A82
DEB42396 BBA89A82
DEB42392 BBA89A92
DEB4239E BBA89A82
DEB4239A BBA89A82
DEB423A6 BBACAA82
DEB423A2 BBB89A82
DEB423AE BCA9AA82

NATE CODES

Max Cash
DEB4189A C19E7B82
DEB418A6 C19E7B82
Max Acceleration
FEB41FBE BCA99BBA
Max Edging
FEB41FB8 BCA99BBA
Max Speed
FEB41FBF BCA99BBA
Max Spin
FEB41FBB BCA99BBA
Max Stability
FEB41F45 BCA99BBA
Max Toughness
FEB41FBA BCA99BBA
Max Tricks
FEB41FB9 BCA99BBA
Max All Stats
FEB41FBF
BCA99BBA
DEB41FBE
F3E0D2BA
CEB41FBA
BCA9D2BA
All Rewards
DEB41C0E
BBA89A82
DEB41C0A
BBA8A282
DEB41C16 BBA89A82
DEB41C12 BBA89A82
DEB41C1E BBA89A82
DEB41C1A BBA89A92
DEB41C26 BBA89A82
DEB41C22 BBA89A82
DEB41C2E BBACAA82
DEB41C2A BBB89A82
DEB41C36 BCA9AA82

MAC CODES

Max Cash
DEB45EFA C19E7B82
DEB45E86 C19E7B82
Max Acceleration
FEB45D9E BCA99BBA
Max Edging
FEB45D98 BCA99BBA
Max Speed
FEB45D9F BCA99BBA
Max Spin
FEB45D9B BCA99BBA

Max Stability
FEB45DA5 BCA99BBA
Max Toughness
FEB45D9A BCA99BBA
Max Tricks
FEB45D99 BCA99BBA
Max All Stats
FEB45D9F BCA99BBA
DEB45D9E F3E0D2BA
CEB45D9A BCA9D2BA
All Rewards
DEB4526E BBA89A82
DEB4526A BBA8A282
DEB45276 BBA89A82
DEB45272 BBA89A82
DEB4527E BBA89A82
DEB4527A BBA89A92
DEB45206 BBA89A82
DEB45202 BBA89A82
DEB4520E BBACAA82
DEB4520A BBB89A82
DEB45216 BCA9AA82

ALLEGRA CODES

Max Cash
DEB46E72 C19E7B82
DEB46E7E C19E7B82
Max Acceleration
FEB46D16 BCA99BBA
Max Edging
FEB46D10 BCA99BBA
Max Speed
FEB46D17 BCA99BBA
Max Spin
FEB46D13 BCA99BBA
Max Stability
FEB46D1D BCA99BBA
Max Toughness
FEB46D12 BCA99BBA
Max Tricks
FEB46D11 BCA99BBA
Max All Stats
FEB46D17 BCA99BBA
DEB46D16 F3E0D2BA
CEB46D12 BCA9D2BA
All Rewards
DEB462E6 BBA89A82
DEB462E2 BBA8A282
DEB462EE BBA89A82
DEB462EA BBA89A82
DEB462F6 BBA89A82
DEB462F2 BBA89A92

MAX PAYNE 2

Master Codes
0E3C7DF2 1853E59E
EEBA75AE BCED24B6
Infinite Health
DEA89872 F8AADEFD
DEA8987E 682A9B5F
Infinite Painkillers
DEA03D9A BCA99B83
Infinite Ammo
DEA026B2 BCA99B83
Extra Ammo
CEA026B2 BCA99B84
One Hit Kills
DEA6A33E 68299B5F

WIN!! PS2 GAMES UP FOR GRABS ON p126

LORD OF THE RINGS: RETURN OF THE KING

Master Codes
0E3C7DF2 1853E59E
EE9C333E BCA99C80
Infinite Health
DE8585E6 BCA99B83
1 Hit Kills
DE801CAE 6A099B13

PRINCE OF PERSIA

Master Codes
0E3C7DF2 1853E59E
EE8EBEDA BCB9DB6A
Infinite Health
DE91503E C4AC9A43
DE91503A 6AEA9B8B
DE8FFFFE E0AA9C83
DE8FFFFA 68EA9B83
DE8FFF86 C4B40434

SONIC HEROES

Master Codes
0E3C7DF2 1853E59E
FE80390E BCC75816
Have 99 Rings
DE939F2E BCA99B83
Have 99 lives
DE93981A BCA99B83
Start With Characters At Max
DE972986 E0AF9B86
DE965A3A E0AF9B86
Pick Up 1 Ring For Full Team Blast
DE939B3A 680B9B83
Pick Up 1 Ring For 9999999 Pts
DE93997A BCA99B83
Freeze Timer
DE93A50E BCA99B83
All Story Levels And CG Theater
DEAEC62A BCA99B83
DEAEC6CA BCA99B83
DEAEC596 BCA99B83

MAFIA

Master Codes
0E3C7DF2 1853E59E
EEA21312 BCE57E22
Infinite Time
DE94042E BCA99B83
DE9404D6 BCA99B83
Display Debug Infos
DEAFEDC2 BCA99B83
Infinite Health (car)
DE87EE12 BCA99B83
DE87EE22 BCA99B83
Infinite Health
DEB1911E BCBADE53
Infinite Ammo
DEB72796 BCA99B83

SOCOM 2: US NAVY SEALS

Action Replay MAX Master Codes
TVAX-T6WA-CYAMU
9KYV-79BY-N24RQ
B8P6-PBBV-02R3U
YNDU-YU4U-NQMHG
PA4N-9B02-2UGFX
9NP3-VR3H-1ETA2
DFM3-7KE9-6XKTR

AR Max Below 3.14 Fix
For owners of AR Max's below 3.14, you'll need to activate these codes before accessing the cheats below
85K0-MMEV-T01K3
GCEA-YHBD-KBXUB
KDDU-QM20-9U8ZR
436Z-47RV-D57Q9
E0WZ-7CG4-A5JB7
055K-NN0C-N6QPE

60 Hertz
R8TZ-3TBV-8GR9D
B1PF-2BEX-JNG24

Infinite Ammo
PJK2-FRHM-MBX4B
AEMN-Z5CJ-QQX01
4C4X-A78X-8RY79

Never Fail Missions
TNYX-GNQ4-BE0D9
2HWW-MQX7-1DR2B
GMH4-9N9D-XC77F
F40D-X7GQ-R2GV6

Replace first-person Sniper Camera into Fly camera
2EET-73G4-QUKYU
64C0-UBDM-WM0XP
CH3G-1ZXG-G8ZTX
BM1A-7A33-ZEYMW
5VMJ-1C2X-ZM5FE

ALL-NEW CHEAT DISC CODES

XPLODER

The hottest new codes for Blaze's Xploder cheat system. To stand a chance of winning a copy of XPLODER, turn back to page 82 now!

TONY HAWK'S UNDERGROUND

Mastercode
94C495F0 36E64266
Unlimited Special
249034E8 31B4D135
248A34EA 3896D18D
241034E8 30B4D19D
248A34EA B896D1BD
Mission Time
24D09768 1634C5DC
Mastercode
901076E4 0C0C6A42
Unlimited: Special
202369AC 24020C00
202369B0 AE220068
202369B8 24020001
202369BC AE22006C
Unlimited: Mission Time
20245258 00000000
10* Score Multiplier
20237510 2642000A
50* Score Multiplier
20237510 26420032
100* Score Multiplier
20237510 2642006

FIFA 2004

Mastercode
9042C574 0C110E17
Note – must be on for the following cheats
200C0000 3C01000C
200C0004 34210100
200C0008 00300821
200C000C 80210000
200C0010 5C200002
200C0014 24420005
200C0018 24420001
200C001C 0807953D
200C0020 AC620000
201E54EC 08030000

Player 1 scores 5 per goal
000C0100 00000001
Player 2 scores 5 per goal
000C0101 00000001
Start career with 64,000 points
202F97CC 3403FA00
Disable Career Spending
202FA944 24002402
202FA988 24001972
Increase Home Team Score
D065DE02 0000FBFE
30200001 005915A0
Buttons: (Hold Select & Press L1)
Increase Away Team Score
D065DE02 0000F7FE
30200001 005915A4
Buttons: (Hold Select & Press R1)
Reset Clock
D065DE02 0000FEFE
205940B8 00000000
Buttons: (Hold Select & Press L2)
End Half
D065DE02 0000FDFE
205940B8 00000300
Buttons: (Hold Select & Press R2)

TRUE CRIME: STREETS OF LA

Mastercode
9038AE58 0C0E2B58
Unlimited Health
20228B9C E4CC01D0
One Hit Kill (Shooting)
2012C3A8 10000061
One Hit Kill (Fighting)
20131E1C AE0001D0
Unlimited Time On Timed Missions
201FC034 3C013634
Unlimited Ammunition
2023AC84 3C013634

DRIVING STATS:
All Cars Unlocked
2075D524 00000003
Unlock All Manoeuvres
2075D51C 0000FFFF
GUNPLAY STATS:
Unlock All Guns & Upgrades
1075D488 000071FF
COMBAT STATS:
Unlock All Grapples & Attacks
2075D4E0 00007FFF

SSX 3

Mastercode
903FF6A0 0C10AF1E

ZOE:
Maximum Cash
204AAF8C 05F5E0FF
204AAF90 05F5E0FF
Maximum Acceleration
004AB0A8 00000037
Maximum Edging
004AB0AA 00000037
Maximum Speed
004AB0A7 00000037
Maximum Spin
004AB0AB 00000037
Maximum Stability
004AB0AD 00000037
Maximum Toughness
004AB0AC 00000037
Maximum Tricks
004AB0A9 00000037
Maximum All Stats
004AB0A7 00000037
204AB0A8 37373737
104AB0AC 00003737

MOBY:
Maximum Cash
204A716C 05F5E0FF
204A7170 05F5E0FF
Maximum Acceleration
004A7288 00000037
Maximum Edging
004A728A 00000037
Maximum Speed
004A7287 00000037
Maximum Spin
004A728B 00000037
Maximum Stability
004A728D 00000037
Maximum Toughness
004A728C 00000037
Maximum Tricks
004A7289 00000037
Maximum All Stats
004A7287 00000037
204A7288 37373737
104A728C 00003737

PSYMON:
Maximum Cash
204AEDAC 05F5E0FF
204AEDB0 05F5E0FF
Maximum Acceleration
004AEEC8 00000037
Maximum Edging
004AEECA 00000037
Maximum Speed
004AEEC7 00000037
Maximum Spin
004AEECB 00000037
Maximum Stability
004AEECD 00000037
Maximum Toughness
004AEECC 00000037
Maximum Tricks
004AEEC9 00000037
Maximum All Stats
004AEEC7 00000037
204AEEC8 37373737
104AEECC 00003737

GRIFF:
Maximum Cash
204ABF14 05F5E0FF
204ABF18 05F5E0FF
Maximum Acceleration
004AC030 00000037
Maximum Edging
004AC032 00000037
Maximum Speed
004AC02F 00000037
Maximum Spin
004AC033 00000037
Maximum Stability
004AC035 00000037
Maximum Toughness
004AC034 00000037
Maximum Tricks
004AC031 00000037
Maximum All Stats
004AC02F 00000037
204AC030 37373737
104AC034 00003737

VIGGO:
Maximum Cash
204AFD34 05F5E0FF
204AFD38 05F5E0FF
Maximum Acceleration
004AFE50
00000037
Maximum Edging
004AFE52
00000037
Maximum Speed
004AFE4F 00000037
Maximum Spin
004AFE53 00000037
Maximum Stability
004AFE55 00000037
Maximum Toughness
004AFE54 00000037
Maximum Tricks
004AFE51 00000037
Maximum All Stats
004AFE4F 00000037
204AFE50 37373737
104AFE54 00003737

ELISE:
Maximum Cash
204ACE9C 05F5E0FF
204ACEA0 05F5E0FF
Maximum Acceleration
004ACFB8 00000037
Maximum Edging
004ACFBA 00000037
Maximum Speed
004ACFB7 00000037
Maximum Spin
004ACFBB 00000037
Maximum Stability
004ACFBD 00000037
Maximum Toughness
004ACFBC 00000037
Maximum Tricks
004ACFB9 00000037
Maximum All Stats
004ACFB7 00000037
204ACFB8 37373737
104ACFBC 00003737

NATE:
Maximum Cash
204ADE24 05F5E0FF
204ADE28 05F5E0FF
Maximum Acceleration
004ADF40 00000037
Maximum Edging
004ADF42 00000037
Maximum Speed
004ADF3F 00000037
Maximum Spin
004ADF43 00000037
Maximum Stability
004ADF45 00000037
Maximum Toughness
004ADF44 00000037
Maximum Tricks
004ADF41 00000037
Maximum All Stats
004ADF3F 00000037
204ADF40 37373737
104ADF44 00003737

MAC:
Maximum Cash
204AA004 05F5E0FF
204AA008 05F5E0FF
Maximum Acceleration
004AA120 00000037
Maximum Edging
004AA122 00000037
Maximum Speed
004AA11F 00000037
Maximum Spin
004AA123 00000037
Maximum Stability
004AA125 00000037
Maximum Toughness
004AA124 00000037
Maximum Tricks
004AA121 00000037
Maximum All Stats
004AA11F 00000037
204AA120 37373737
104AA124 00003737

WIN!!
BLAZE'S REGION FREE DVD DISC
see p82

ALLEGRA:
Maximum Cash
204A907C 05F5E0FF
204A9080 05F5E0FF
Maximum Acceleration
004A9198 00000037
Maximum Edging
004A919A 00000037
Maximum Speed
004A9197 00000037
Maximum Spin
004A919B 00000037
Maximum Stability
004A919D 00000037
Maximum Toughness
004A919C 00000037
Maximum Tricks
004A9199 00000037
Maximum All Stats
004A9197 00000037
204A9198 37373737

KAORI:
Maximum Cash
204A80F4 05F5E0FF
204A80F8 05F5E0FF
Maximum Acceleration
004A8210 00000037
Maximum Edging
004A8212 00000037
Maximum Speed
004A820F 00000037
Maximum Spin
004A8213 00000037
Maximum Stability
004A8215 00000037
Maximum Toughness
004A8214 00000037
Maximum Tricks
004A8211 00000037
Maximum All Stats
004A820F 00000037
204A8210 37373737
104A8214 00003737

GRAND THEFT AUTO: VICE CITY

Mastercode
F0100008 00122217
Have All Weapons
205C7DE4 00000064
Cannot Be Arrested
20198d60 03e00008
20198d64 00000000
20198f30 03e00008
20198f34 00000000
Unlimited Time
202B5D30 03E00008
202B5D34 00000000
Notes: (Timed Missions Only)

Unlimited Health
200C0220 3C0142C8
200C0224 AC410368
200C0228 03E00008
200C022C 44020000
202D2CA4 0C030088
Unlimited Armour
200C0230 3C0142C8
200C0234 AC41036C
200C0238 03E00008
200C023C 46000836
202D2E7C 0C03008C
Unlimited Money
205C7DDC 05F5E0FF
205C7DE0 05F5E0FF
Unlimited Sprint
005C7E7C 00000001
Unlimited Ammunition, All Weapons
20158874 00000000
201588CC 00000000
All Weapons Inside Car
20158100 00000000
20158164 00000000

ALL VEHICLES:
No Collision Damage
2016f690 03e00008
2016f694 00000000
No Weapons Damage
201864f0 03e00008
201864f4 00000000
Cars Hover On Water
004B1150 00000001
Cops Get Out & Walk Away
20199410 03e00008
20199414 00000000

HAVE ANY CAR:
Linerunner
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040085
Perennial
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040086
Sentinel
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040087
Patriot (Boat)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040088
Firetruck
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040089
Trashmaster
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008A
Stretch (Limo)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008B
Manana
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008C
Infernus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008D
Voodoo
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008E
Pony
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008F
Mule
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040090
Cheetah
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040091
Ambulance
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040092
FBI Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040093
Moonbeam
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040094
Esperanto
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040095
Taxi
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040096
Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040097
Bobcat
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040098
Mr. Whoopee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040099
BF Injection
10276AFC 0000001A
10276B0C 00000042

20276B20 0C09E804
20276B24 2404009A
Hunter (Chopper)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009B
Police
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009C
Enforcer
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009D
Securica
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009E
Banshee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009F
Bus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 240400A1
Rhino (Tank)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 240400A2
Fun Cheats - City Riots
101c7c8c 00000008
Babe Magnet
004B125C 00000001
Increase Game Speed By Half
204B0DD8 3F000000
2x
204B0DD8 40000000
4x
204B1C58 40800000
100x
204B0DD8 42C80000

MAX PAYNE 2 THE FALL OF MAX PAYNE

Master Code
904DC41C0C04CEBA
Unlimited Health
20365E7C3C02437A
20365E80AC8200DC
Unlimited Painkillers
203EC1B824010009
203EC1CCAC810000
Unlimited Ammunition
203ED83C24013634
Unlimited Bullet Time
202957A0E6401544
20295274E6401544
Unlock All Difficulty/Level Select
204213E424020001
Have Idiot AI
203853C003E00008
203853C400000000
Have One Hit Kill
200C200090810003
200C200454200001
200C2008AC8000DC
200C200C080E14F0
200C201000000000
202779400C030800

LORD OF THE RINGS: THE RETURN OF THE KING

Mastercode
948098E6 3DA68DDE
Unlimited Health
24802DFA 32F65059
Range Weapon
249015CE B274517B

MEDAL OF HONOR RISING SUN

Master Code
9030B7940C0C2CDA
Unlimited Health
200C20003C0142C8
200C200403E00008
200C2008AC610014
201E027C08030800
Unlimited Ammunition
2025067C24013634
Have All Medals
2010BF50FFFFFFFF
Unlock All Levels
2010BF54FFFFFFFF
Unlock All Valor In History
2010BF58FFFFFFFF
Unlock Storyboards
2010BF5CFFFFFFFF
Unlock All Bonus (In Options)
2010BF64FFFFFFFF

UNLOCK MOVIES:
Pearl Harbor
0010C4F200000001
Fall Of The Philippines
0010C4FA00000001
Midnight Raid On Guadalcanal
0010C50200000001
Pistol Pete Showdown
0010C50A00000001
Singapore Sling
0010C51200000001
In Search Of Yamashita's Gold
0010C52200000001
A Bridge On The River Kwai
0010C52A00000001
Supercarrier Sabotage
0010C53200000001

All Replay Items
203CBA2400000001
Bullet Shield
203CBA0400000001
Rubber Grenades
203CBA0C00000001
Men With Hats
203CBA0800000001
Always Sniper
203CB9F800000001
Invisible Soldiers
203CBA1C00000001
Perfectionist Mode
203CBA1800000001
Immortality
203CB9F000000001
Slow MOH
203CB9FC00000001

EYE TOY: PLAY

Master Code
F01576300011AC6F

BEAT FREAK:
Maximum Style Bar
204F86383F800000
Maximum Combo Counter
204F862400000063
Maximum Score
204F86200098967F

WISHI WASHI:
Freeze Timer
2032FCC000002300
Maximum Score
204D4A88000F423F

KEEP UPS:
Unlimited Time
201D46EC34020130
Unlimited Lives
204CC41000000003
Maximum Combo Keep Ups
204CC43C000F423F
Maximum Keep Ups
204CC438000F423F
Maximum Skill
204CC42C000F423F

UFO JUGGLER:
Unlimited Lives
21C0B8D000000003
Maximum Skill
204D28A4000F423F
Maximum Score
204D28AC000F423F
Maximum UFOs
204D28A0000F423F

SLAP STREAM:
Unlimited Lives
204E5C6000000003
Maximum Score
204E5C28000F423F
Maximum Skill
204E5C38000F423F

PLATE SPINNER:
Unlimited Lives
2194545000000003
Maximum Score
21945454497423F0

ROCKET RUMBLE:
Unlimited Audience Interest
202CBD943C0142C8
202CBD9844810000
Maximum Biggest Bang
204EA67C000F423F
Total Score
204EA64F000F423F
Rockets
204EA674000F423F

FINAL FANTASY X-2

Master Code
948417FE 3E2E5084
Max Gil
24035CC6 DCA54EDE
All Characters Max Level and Exp.
44953468 1CA4412C
1937C135 A72BB1E0
Yuna
24037CC6 DCA5482E
Rikku
24435CC6 DC25482E
Paine
24435CC6 DCA5482E
Character 4
24035CC6 DC25482E
Character 5
24035CC6 DCA5482E
Character 6
24437CC6 DC254A2E
Character 7
24437CC6 DCA54A2E
Character 8
24037CC6 DC254A2E
Character 9
24037CC6 DCA54A2E
Character 10
24435CC6 DC254A2E
Character 11
24435CC6 DCA54A2E
Character 12
24035CC6 DC254A2E
Character 13
24035CC6 DCA54A2E
Have All Garment Grids
44101568 10B4476C
59B5493C 272991D8
All Dresspheres
04101568 14B4677C
14101569 14B4077C
44111568 10B447CC
391257A1 1F2B91E0
04101569 14B447FC
04503668 1434754C
Gunner
04101568 14B4677C
Gun Mage
04101569 14B4477C
Alchemist
04101569 14B4677C
Warrior
04101568 14B447CC
Samurai
04101568 14B467CC
Dark Knight
04101569 14B447CC
Berserker
04101569 14B467CC
Songstress
04101568 14B447EC
Black Mage
04101568 14B467EC
White Mage
04101569 14B447EC
Thief
04101569 14B467EC
Trainer
04101568 14B447DC
Lady Luck
04101568 14B467DC
Mascot
04101569 14B447DC
Floral Fallal
04101569 14B467DC
Machina Maw
04101569 14B447FC
Full Throttle
04503668 1434754C

MANHUNT

Master Code
90130A840C04997A

UNLIMITED:
Health
20112CA4AFC20010
Stamina
201C0FC83C013F80
201C0FCCAC8106EC
Ammunition
2026680824013634

SCENE SELECTION:
Born Again
005E1F0400000001
Doorway Into Hell
005E1FB400000001
Road To Ruin
005E206400000001
White Trash
005E211400000001
Fuelled By Hate
005E21C400000001
Grounds For Assault
005E227400000001
Strapped For Cash
005E232400000001
View Of Innocence
005E23D400000001
Drunk Driving
005E248400000001
Graveyard Shift
005E253400000001
Mouth Of Madness
005E25E400000001
Doing Time
005E269400000001
Kill The Rabbit
005E274400000001
Divided They Fall
005E27F400000001
Press Coverage
005E28A400000001
Wrong Side Of The Tracks
005E295400000001
Trained To Kill
005E2A0400000001
Border Patrol
005E2AB400000001
Key Personnel
005E2B6400000001
Deliverance
005E2C1400000001

SIMPSONS: HIT AND RUN

Master Code
F01000080040877B
No Damage All Vehicles
2028C11834013634
Unlimited Time On Timed Missions
20173F1434023634

NEED FOR SPEED: UNDERGROUND

Master Code
903B1580 0C0EEA50
Maximum Style Points
204A6274 0BEBC200
Maximum Cash
204ADA0C 0BEBC200
Visuals: Unlock All Visuals
404AC9E8 001A0001
02020202 04041969
404A6278 00200002
01010101 04041969
104A62E8 00000101
Performance: Unlock Everything
404AC9E8 001A0001
02020202 00000000

LMA MANAGER 2004

MasterCode
949495E6 BB2E1422
Maximum Bank Balance
24D028F6 12FE0757
24DA704A 16F5477C
244028CE 9AF40EC7
24CA68DC 17FD46E5

JAMES BOND EVERYTHING OR NOTHING

Master Code
948498B6 32A605F8
94951CFE 982E0862
ACTION SECTIONS
Unlimited Health
24DAF60A 1675C138
24C0BEAA 86558181
D4D0966A 14B4C79C
24519668 10B6C796
Unlimited Ammunition (No Reload)
E4C3BC2B 3D74E54C
24C13DAA B6B48E15
249111F4 9D7C432D
Unlimited Battery Power
E4D2BC28 BD6C95A4
2481ACAA 9F9FD75C
2481BCAA 1F9FD7FD
DRIVING SECTION
Unlimited Health
24CCB6AE 8F448108
24DAF60A 1675C128
24CCB6AE 0F448119
E4863522 FC7CC6B4
24D1B5E8 32365170
24D1B0F4 BFFC41D9
2440B160 B3EE4150
Unlimited Ammunition
D4001D36 9FBC8A46
249115B4 9FBCC34D
Unlimited Battery Power
E4C3B52C 306CCC34
24D833E8 8434D5C6
24C833EA 8C14D5FD
UNLOCK
Gadgets/Rewards/Cheats
244FEF96 EB4F1C97
244FEF96 EB4F1CB7

WIN!!
BLAZE'S
XPLODER
see p116

LEVELS
Ground Zero:
Completed
0450952A 367445AC
Have Platinum
0450952A 367465AC
MI6 Training:
Completed
04509628 36F4459C
A Long Way Down:
Completed
0450942A 36F445BC
Have Platinum
04509428 36F465BC
Train Chase:
Completed
0450952A 36F4450C
Have Platinum
04509528 36F4650C
An Old Friend:
Completed
0410962A 3674452C
Have Platinum
04109628 3674652C
Sand Storm:
Completed
0410942A 3674451C
Have Platinum
04109428 3674651C
MI6 Interlude:
Completed
04109728 3674453C
Serena St.Germaine:
Completed
0410952A 3674458C
Have Platinum
04109528 3674658C
Vertigo:
Completed
0410962A 36F445AC
Have Platinum
04109628 36F465AC
The Ruined Tower:
Completed
0410942A 36F4459C
Have Platinum
04109428 36F4659C
Death Of An Agent:
Completed
0410972A 36F445BC
Have Platinum
04109728 36F465BC
A Show Of Force:
Completed
0450B62A 3674470C
Have Platinum
0450B628 3674670C
MI6 Interlude:
Completed
0450B428 3674472C
Mardi Gras Mayhem:
Completed
0450B72A 3674471C
Have Platinum
0450B728 3674671C
The Kiss Kiss Club:
Completed
0450B52A 3674473C
Have Platinum
0450B528 3674673C
Deaths Door:
Completed
0450B42A 36F447AC
Have Platinum
0450B428 36F467AC
Battle In The Big Easy:
Completed
0450B72A 36F4479C
Have Platinum
0450B728 36F4679C
Faded Splendor:
Completed
0450B52A 36F447BC
Have Platinum
0450B528 36F467BC
The Machinery Of Evil:
Completed
0410B42A 3674470C
Have Platinum
0410B428 3674670C
The Pontchartrain Bridge:
Completed
0410B72A 3674472C
Have Platinum
0410B728 3674672C
MI6 Interlude:
Completed
0410B528 3674471C
A Simple Exchange:
Completed
0410B62A 36F4473C
Have Platinum
0410B628 36F4673C
Red Line:
Completed
0410B42A 36F4478C
Have Platinum
0410B428 36F4678C
Ambushed:
Completed
0410B72A 36F447AC
Have Platinum
0410B728 36F467AC
The High Road:
Completed
0410B52A 36F4479C
Have Platinum
0410B528 36F4679C
Diavolo's Plan:
Completed
0450962A 367447BC
Have Platinum
04509628 367467BC
The Platinum War:
Completed
0450972A 3674470C
Have Platinum
04509728 3674670C
Dangerous Descent:
Completed
0450952A 3674472C
Have Platinum
04509528 3674672C
Red Underground:
Completed
0450962A 36F4471C
Have Platinum
04509628 36F4671C
The Final Card:
Completed
0450942A 36F4473C
Have Platinum
04509428 36F4673C
Everything Or Nothing:
Completed
0450972A 36F4478C
Have Platinum
04509728 36F4678C

SOCOM 2: US NAVY SEALS

MasterCode
94C019EC B96E1058
Unlimited Health
2490AAF0 31FA07E1
2490B2E8 20F147F8
Unlimited Ammunition
24D0B768 16705348
2490B328 16F04398

SONY
PS one
MEMORY CARD
MEMORY CARD

THE COMPLETE PSONE A TO Z

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: PSone A to Z, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

A IS FOR...

ABE'S EXODDUS

ADVANCE TO NEXT PATH
Hold R1 and press ○, ○, ✕, ✕, □, □ during the game.
Note: The final level must be played to be able to advance to the end of the game.
VIEW FMV SEQUENCES
Hold R1 and press ↑, ↓, ←, →, □, ○, △, ○, □, ○, ↑, ↓, ←, → at the Main Menu.
LEVEL SELECT
Hold R1 and press ↓, ↑, ←, →, △, □, ○, △, □, ○, ↓, ↑, ←, → at the Main Menu.
INVINCIBILITY
Hold R1 and press ○, △, □, ✕, ↓, ↓, ↓, ○, △, □, ✕ during the game.

ABE'S ODDYSEE

LEVEL SELECT
Hold R1 and press ↓, →, ←, →, □, ○, □, △, ○, □, →, ← at the first option screen.
VIEW FMV SEQUENCES
Hold R1 and press ↑, ←, →, □, ○, △, □, →, ←, ↑, → at the first option screen.
GREEN AIR MINES
Hold R1 and press ↑, ←, →, □, ○, ✕ during the game. Abe will produce a green air mine every time he farts.
INSTANT VOICE PUZZLE SOLUTION
Hold R1 and press △, ↑, ○, ←, ✕, ↓, □, → during the game. You will now be able to use any sound to solve the game's voice puzzles.

ALIEN RESURRECT-ION

CHEAT MENU
To access the hidden Cheat Menu, go to the options screen from the Main Menu and press ○ ← → ○ ↑ R2. You can now select the Cheat Menu at the bottom of the options screen and toggle infinite ammo, infinite health, no chestbursting and no drowning.
RESEARCH MODE
Go to the options screen from the main menu and then press □, ↑, ↓ ○, ←, R1 in order to add Research Mode. You'll find a strange four by four grid. Lighting various combinations on the grid affects the appearance of the aliens in the game. Go on, give it a go!

ALONE IN THE DARK

SECRET CODE
To find out the secret code, you must use the glass prism that Lucy gave you on the projector in Alan's office. When you have done that, switch on your flashlight to trigger a short FMV sequence after which you will receive an engraved cube.

By examining this cube, you will discover the password. Of course, if you simply can't be bothered to do that, the code is 1991!

ALUNDRA 2

PUZZLE PIECE LOCATIONS
Here's where you find all 60 puzzle pieces throughout the game's levels and mini-games.

Mt Sparrowhawk	1
Bombed Paco Village	1
Kindra Forest	3
Tortuga Beach	1
Toroledo	4
Ox Tank	5
Howling Cave	1
Dun Webb	4
Yagin Harbour	1
Puerto Medusa	4
Milenas Mansion	4
Gwaba Town	5
Seagull Ruins	5
Eden	1
Eden Ruins	5
Paco Village Ruins	1
Church Of The Key	3
Turnkey Dam	1
Mount Fiedrake	1
Dragonia	3
Varuna Ruins	3
Star Key	3

INFINITE GOLD COINS
In the city of Torledo, go into a house called 'Villagers Home'. Head upstairs and into the room with a bloke, then go to left until you reach a pig. Smash the pig and you'll find three gold coins. Go back downstairs, then return to the room as many times as you like smashing the pig and getting the coins upon each visit.

APE ESCAPE

DEBUG MODE
Pause the game, hold L1 and quickly press ↓ (x2) and △.
GET MORE EXPLOSIVE AMMO FOR SLINGSHOT
Normally you can only carry nine exploding bullets for your slingshot, but put this in when you've paused the game: R2 ↓ L2 ↑ → ↓ → ← to have up to 99 of them!
BEAT SPECTER EASILY
In Specter's first stage in the level Monkey Madness use the Machine using your Super Hoop to smack him down.
HIDDEN MINI-GAME BOXERS
You can get extra boxers on the Specter Boxing mini-game by defeating them on Championship mode, although you'll have to run through it multiple times to get ALL of them.
PEAK-POINT MATRIX
To get to the secret board in *Ape Escape*, you must beat Specter during Monkey Madness and wait until the credits have stopped rolling at the end. Now go back to the Time Station and save. Now go back through the game and catch all the monkeys you missed. When you get your final one the Peak-Point Matrox will open up, where you will get to fight Specter for the last time, and finally catch him. Then, you'll see the true ending.
SAVE A LIFE
As soon as you fall off a cliff press START then choose exit. This will take you back to the time station with the same number of lives as you started the level.

ANNA KOURNIKOVA'S SMASH COURT TENNIS

To view all end sequences press ↑ four times, ↓four times, ← four times and → four times on Controller Two within four seconds when the phrase 'Press Start' appears on the Main Menu.

ARMORED CORE

FIRST PERSON VIEW
Press □ + △ + START – the game will be paused. Press START to resume the game with the new camera angle.
FIXED CAMERA VIEW
Press ○ + ✕ + START – the game will be paused. Press START to resume the game with the camera fixed at the present location.
ALTERNATE EMBLEM BACKGROUNDS
Highlight an emblem and enter the edit screen. Then hold L1 + L2 + R1 + R2 and press SELECT.
CHANGE PILOT NAME
Enter the garage and highlight the "Change AC Name" option. Hold L2 + R2 + →, then hold ✕ and quickly hold □.
RETURN TO DEFAULT VIEW
To return to the default view, press START to pause the game and then press START to resume.
NO LIMIT BONUS
Complete over 100 sorties with a win record that is greater than 90% and an overall rating of 98% or more. Unlimited leg weight points, core weight points and generator output points will now be allowed. Note: Ignore the overweight warning.
DEATH BONUSES
Intentionally die with less than 50,000 credits. The game will restart from the first level with all items gained in the previous game. Your pilot name will change to "Rebel" followed by three random numbers to confirm correct code entry. The first time this is done, the radar will become a grid system and will detect incoming missiles. The fourth time this is done, the rear weapon may be fired while in motion. The sixth time, available energy will be doubled. Also, a ball may be fired from the laserblade by firing then pressing Jump.

ATV OFF ROAD FURY

ALL ATVS
Go Into Pro-Career Mode and enter CHACHING as your new name. Don't worry if the game will kick you out to the main screen, as when you select Done, then you will have all the ATVs to play with.
EXPERT MODE
Enter Pro-Career mode , then stick in ALLOUTAI as your name. Don't worry if the game will boot you back to the main screen but when you select Done, things will suddenly be much harder.
UNLOCK ALL LEVELS
Begin Pro-Career Mode and enter your name as WHATEXIT. Don't worry as the game will return you back to the main screen if you got the code 6. Now when you start a new game all the levels will be unlocked.

30	□○✕○✕△
31	○□✕△○△
32	△□✕○□✕
33	✕✕△✕✕□
34	✕○□○○□
35	○△✕△✕△
36	✕△△✕✕□
37	✕△△✕△□
38	□△□△□✕
39	□✕△✕✕△
40	△✕△○□✕
41	○✕△○△□

AZURE DREAMS

REFILL LIFE
Get in a corner and repeatedly press △ + ○.
RACETRACK CHEAT
There are patterns in the race track that determine who wins. Save the game at mother's house, then go to the track. Buy ten tickets on any selection. Start the race and do not do anything. Find out the outcome of the race, reset, and return to the track. Look at the odds of the previous race. Bet ten tickets on that race. Start the race and don't do anything. Since the outcome will be the same, you should be able to pick out the winner.
HIDDEN ITEMS
A monster named Barong will occasionally be encountered In the tower. Stand next to it, and throw an item at it. It will eat the item and spit out a completely new one, including special items found nowhere else in the game. One such item is a crossbow that can be used by troll monsters. Other things that may appear include uncommon items like blue and red sands. If you do not want the item that the Barong creates, simply pick it up and then throw it back at the creature again. This may be done several times before the Barong refuses to eat.

B IS FOR...

BATTLE ARENA TOSHINDEN 3

RANDOM SELECT
Hold L1 + L2 + R1 + R2 at the character select. Press □, △, ✕, or ○ while the selection box is moving.
REMOVE DISPLAY
Pause a fight, hold ○ + △ + □ + ✕ and press SELECT. This removes the continue, options and reset selections. While continuing to hold the four buttons, press SELECT again. This removes the Life and Over Drive bars. To return the display to normal, repeat the code while pressing SELECT once.
ALTERNATE COSTUMES
Beat the game with Naru at level seven. Use □ or ✕ to select a character.
INSTANT SECRET MOVES
Beat the game with Naru, then set two or more of the shoulder buttons to special moves. Press all special move buttons at once to perform a secret move. This does not work for all characters.
UNLIMITED SOUL BOMBS
Press START to pause a match. Use the controller configuration option to map the L1, L2, R1, and R2 keys to Soul Bombs. Resume the game and press one of the those buttons and ✕ simultaneously to release a Soul Bomb. That button combination may be pressed an unlimited amount of times during the match.
MANUAL CAMERA CONTROL
Enter the button configuration menu, highlight any shoulder button, and press L1 + L2 + R1 + R2. The controls for the shoulder buttons will change to camera view controls. The view may now be rotated manually.
CONTROL LOADING SCREEN
Press any controller button to alter the colour of the phrase "Now Loading" on the loading screen.

BLADE

UNLOCK ALL CHEATS
At the main menu hold L1 and press ✕ ✕ ✕ ✕ ✕ ○ R1 R2 R2 R1. Press START.
CHEAT MENU
Make sure there are no memory cards plugged in, and on the main menu highlight Continue for the following cheats:
INFINITE HEALTH
←(3), →, L2, L1, R2, R1
INFINITE AMMO
↓, →, ↑, ←, L2, L1, R2, R1
ALL ITEMS
→, ←, ↑, ←, ↓, L2(2), R2(2)
Hold L1 and press ✕(5), ○, R1, R2(2) R1 for the menu. Press START during the game for any cheat.

BLAST CHAMBER

UNLIMITED LIVES
Press □, ←, □, →, ○, ↓, ○, ↑ at the title screen. Then, choose "Sole Survivor" mode in the "Games" menu. Return to the main menu and start the game. Enter JODPEGEA as a password.

BLAST RADIUS

ALL SHIPS POWERED UP
Press →, L1, ↑, ↑, ↓, →, R2, L2, R2, ↓, ↑, ↓ at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin the game, then quit. All four ships will now be powered-up and Sector 5 will be available for the game.
WRAITH SHIP
Enable the "All ships powered up" code. Then, press ←, →, L1, ←, →, L1, R2, R2, L2, ←, →, ↑ at the Main Menu. The sound of an explosion will confirm correct code entry. Select any ship, begin the game, then quit. The Wraith ship and Sector 8 will be available to play.
ALTERNATE PLANETS
Press ↓, ↑, L1, →, L1, ↑, →, SELECT, →, R2, L1, L2 at the main menu. Faces of the development team will appear in the place of the planets in the first four levels. The next four levels will have other objects replacing the planets. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.
BONUS LEVELS
Press L1, ←, L2, ↓, SELECT, ←, ↓, R2, R2, R2, SELECT, ↑ at the Main Menu. Four bonus missions that feature World War II aircraft and other hidden targets will be accessible. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.

BLOODY ROAR

BIG HEAD MODE
Select Normal Mode. Highlight a fighter on the Character Selection screen. Then hold L2 and press ✕.
BIG HEAD WITH ALTERNATE COSTUME
Select Normal Mode. Highlight a fighter on the character selection screen. Hold L2 and press ○.
SMALL FIGHTER
Highlight a fighter on the Character Selection screen. Then hold R2 and press ✕.
SMALL FIGHTER WITH ALTERNATE COSTUME
Highlight a fighter on the Character Selection screen. Then hold R2 and press ○.
LARGE ARMS
Hold L1 + L2 and select a character. Alternatively, simply complete the game on level four or higher without having to use any continues.

BOMBERMAN WORLD

ALTERNATE BLOCK LOCATIONS
Enter 56565656, 16161616 or

49894989 as a password for the beginner, normal and hard difficulty settings in the game's Battle Mode.

FULL POWER Password	Level
46224622	1
10191019	11
12221222	21
26572657	31
38793879	41

SHOW TIME Password	Level
3G59E326	10
3D5D49C4	20
8D5A4B26	30
8D5A4BCE	40

BUSHIDO BLADE

HIDDEN BOSS AND ENDING

Complete Story Mode without getting hit to fight each character's secret boss. Note: This includes not using any continues and following the code of Bushido.

FIGHT AS KATZE

Beat all 100 opponents in slash mode without getting killed.

BUST-A-GROOVE DANCE PREVIEW

Complete the game with on 'easy'.

PLAY AS CAPOEIRA

Complete game with normal difficulty level.

PLAY AS ROBO-Z

Complete the game with the normal difficulty level after Capoeira has been unlocked.

PLAY AS BURGER DOG

Complete the game as Hamm with the normal difficulty level after Robo-Z has been unlocked.

PLAY AS COLUMBO

Complete the game as Shorty with the normal difficulty level after Robo-Z has been unlocked.

ALTERNATE COSTUMES

Highlight a character and then hold SELECT and press ⊗.

LEVEL SKIP

Complete the game once with any character. Begin the game in single player mode and press L2 + SELECT when a song begins to jump to the next level.

BUST-A-MOVE 3

ANOTHER WORLD

Press ◎, ←, →, ◎ at the title screen. An ant will appear in the lower left-hand corner of the screen to confirm that you have the correct code entry.

BUST-A-MOVE 4

EXTRA CHARACTERS

At the main screen press →, →, △, ←, ←.

TAROT OPTION

At the title screen press ↑, △, ↓, △, ↑. Go into the options screen, and you should see a new option called Tarot Reading (Love).

TALK DEMO

At the title screen press □, ↑, ←, ↓, →, ↑, □, ↓, ←, ↑, →, ↓, □. Then go into the options screen, and see the Talk Demo under Tarot option.

ANOTHER WORLD

At the title screen press △, ←, →, ←, △.

C IS FOR...

COLONY WARS: VENGEANCE

CHEAT CODES

Enter the following codes on the password screen. Remember that all codes are case sensitive.

Blizzard – Enable all codes
Stormlord – Disable all codes
Vampire – Invincibility
Tornado – Have all weapons
Dark*Angel – No Overheating
Chimera – Infinite number of secondary weapons
Avalanche – Infinite afterburner usage available
Hydra – Have lots of tokens
Thunderchild – All ships available
Demon – Mission and Ending select

COMMAND AND CONQUER

VIEW ENTIRE MAP

Hold R1 + R2 + L1 + L2 + ◎ + □ while the game loads. Keep the buttons pressed until the mission briefing begins. The entire battlefield will be displayed. An alternate method to activate this mode is to pause the game and press ◎, ◎, ◎, ↑, ◎, □, R1, ◎, ◎, ◎.

INSTANT ION CANNON

Pause the game and press:
→, ↓, ←, ←, ↓, →, →, ↓, ←, ⊗, □, △.

INSTANT AIR STRIKE

Pause the game and press:
→, ↓, ←, ←, ↓, →, ←, ↓, ←, ⊗, □, ◎.

INSTANT NUCLEAR STRIKE

Pause and press:
→, ↓, ←, ←, ↓, →, →, ↓, ←, ⊗, ↑, ⊗.

UNLIMITED MONEY

Pause the game and press →, ↓, ↓, ←, L1, ←, →, ↓, ← for an additional 5000 credits. Repeat this code as needed for unlimited money.

BONUS LEVEL

Enter PATSUX as a password on the GDI disc. A bonus level with $10,000, extra Tiberium, and 12 commandos will begin.

COVERT OPERATIONS MISSIONS

Enter COVERTOPS as a password. This password may be enabled on either disc and will give you with different results.

JAPANESE NARRATION

Enter GODZILLA as a password.

VIEW FMV SEQUENCES

To view these, enter CINEMA as a password, then wait until the FMV sequences appear.

VIEW CREDITS

Enter JC as a password

GDI MISSIONS

MissMission	Password
2	45P55BEN4
3	GCSA7DA419
4	C9ROF2AD0
5	OXL3NYNNO
6	5O6262HHJ
7	GTJ2NBE51
8	RZ6MTG54Y
9	C99X345PC
10	EAYHKOSNI
11	45P5Q0XAO
12	MWLJPU955
13	SZMYPPP0F8
14	GTJ2PV460
15	457ED7G0U

NOD MISSIONS

Mission	Password
2	C99FAXKW8
3	RZNLQZ3NL
4	W1954XWLF
5	W15DASRS8
6	8PH1MR53W
7	GTJKWOJDK
8	KK424K3D
9	874LCPUT4
10	A8SHPAHXW
11	OX3UKOP94
12	QGDUMSK2J
13	SZP09VDSB

COMMAND AND CONQUER: RED ALERT

CHEAT MODE

Click on the "Teams" button menu with ◎, or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press ◎ or the right Mouse Button on each.

Instant Victory
⊗, □, □, ◎, △, ◎
Instant A-Bomb
◎, ⊗, ◎, △, □, △
Parabomb
□, ⊗, ◎, ◎, ⊗, △
Instant $1000
□, □, ◎, ⊗, △, ◎
Convert Ore To Civilians
⊗, ◎, △, △, ◎, ⊗
Change Ore Or Crystals To Gold
□, ◎, □, ⊗, ◎, ◎
Instant Chronoshift
△, ◎, ◎, □, □, ⊗
Reveal Map
□, △, ◎, ⊗, △, □

SOVIET PASSWORDS

Level	Password
1	17DUXFJ6C
2	VMBWOQ284
3	XN37MCCSO
4	LH06FZZQL
5	BUVV20LFF
6	AVYQ10YA8
7	LZRJTMQAN
8	YQX4C9GFH
9	1QESO8LEO
10	RKP0UOXJA
11	CDLKYL7Q4
12	8T5GGDK25
13	X5CDE0KN8

ALLIED PASSWORDS

Level	Passwords
1	LZ9SE4HPN
2	FG0WEU9OO
3	EC5NAHTU
4	9BFVYZAZ8
5	P4XS4CZVC
6	FMNAE6U08
7	7XIQW4KQI
8	WPLAGLJ2G
9	4TNT8RJ21
10	FZ0ZY7ZQA
11	X9FJZVJZI
12	5RNHTXLRY
13	J7VEWVT09
14	OLHDAPYHL
15	17LE3FDV

COMMAND AND CONQUER: RETALIATION

GIANT ANT MISSIONS

Complete the game once. Now go to England to access the missions.

CHEAT MODE

Click on the "Teams" button menu with ◎, or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press ◎ or the right Mouse Button on each.

Instant Iron Curtain
□, ⊗, ◎, ⊗, △, △
Reveal Map
△, △, ⊗, ◎, △, □
Instant Parabomb
⊗, ⊗, ⊗, ◎, △, □
Instant Chronoshift
□, ◎, △, ⊗, ◎, ◎
Ore Turns To People
□, ⊗, □, ⊗, □ ⊗
Instant $1000
⊗, ⊗, □, ◎, ◎, ◎
Instant Win
◎, ◎, △, ⊗, ⊗, □
Instant Defeat
◎, ⊗, ◎, □, □, ⊗
Instant A-Bomb
◎, ⊗, ◎, ◎, ⊗, □
Named Civilians
□, □, ◎, ◎, △, △

COOL BOARDERS 3

ALL TRACKS

Select tournament mode and enter WONITALL as a name. The word "Cheater" will be spoken to confirm correct code entry.

ALL BOARDERS

Select tournament mode and enter OPEN_EM as a name. Note "_" indicates a space. The word "Cheater" will be spoken to confirm correct code entry.

BIG HEAD MODE

Select tournament mode and enter BIGHEADS as a name. The word "Cheater" will be spoken to confirm correct code entry. Press R2 to increase or L2 to decrease the head size of your boarder.

DISPLAY COORDINATES

Select tournament mode and enter SHOWPOS as a name. The word "Cheater" will be spoken to confirm correct code entry. Your character's position will be displayed in the lower left corner of the screen.

VIEW GAME PROGRAMMING DATE

Press L1 + L2 + R1 + R2 at the menu with one player/multi-player split screen options. The game's completion date will now be displayed in the lower right hand corner of the screen.

CONTROL CAMERA

Press SELECT during the game for multiple close-up views.

CONTROL REPLAY CAMERA

Hold ← during a replay to switch to slow motion or hold ↓ to pause.

ELIMINATE FALLING SNOW

Select a run (and finish it as well if you want), now quit, then repeatedly press the ⊗ button. Resume with no falling snow and a further view.

CRASH BANDICOOT 3: WARPED

SPYRO THE DRAGON DEMO

Press ↑, ↑, ↓, ↓, ←, →, ←, →, □ at the title screen.

LEVEL 31 – HOT COCO

Go to Level 14 and ride about half way through the level to find an alien crossing sign on the left hand side. Run into the sign to be transported to level 31.

LEVEL 32 – EGGIPUS REX

Go to Level 14 and take the yellow gem ride. Continue until reaching the area where the huge dinosaur chases Crash. Allow the second pterodactyl to capture Crash to reach level 32.

105 PER CENT COMPLETION

Collect all relics and gems, including those from the Hot Coco and Eggipus Rex bonus levels. The relics that are collected must be at least gold or platinum. Then approach Crash's sister, next to the save spot, to find another clear gem. Take the gem to view a rather nice fireworks display and finish with a pretty darn impressive 105 per cent completion status.

INSTANT UKA UKA

Press △ + ◎ + ⊗ + □. Note: This may only be done once per life.

HINT: FIVE LIVES LOCATION

Begin the game on level 14 and then take the yellow gem ride. Go all the way to the end of this ride, and use a double jump over the yellow gem. Then, use a double jump to cross over the steel wall to find yourself five hidden lives.

CRASH TEAM RACING

These cheats must all be entered on the main menu. Simply hold down L1 + R1 and input the desired code for the corresponding cheat.

HIDDEN CHARACTERS

Penta Penguin
↓, →, △, ↓, ←, △, ↑
Ripper Roo
→, ◎, ◎, ↓, ↑, ↓, →
N Tropy
↓, ←, →, ↑, ↓, →, →
Papu Papu
←, △, →, ↓, →, ◎, ←, ←, ↓
Komodo Joe
↓, ◎, ←, ←, △, →, ↓
Pinstripe
←, →, △, ↓, →, ↓

POWER-UPS

Always Invisible
↓, ←, →, ↑, ↓, →
Invisibility
↑, ↑, ↓, →, →, ↑
Infinite Bombs
△, →, ↓, →, ↑, △, ←
Wumpa Fruit
↓, →, →, ↓, ↓

MISCELLANEOUS

Extra Tracks
→, →, ←, △, →, ↓, ↓
Super Turbo Pads
△, →, →, ◎, ←
View Turbo Counter
△, ↓, ↓, ◎, ↑
Scrapbook
↑, ↑, ↓, →, →, ←, →, △, →
Unlimited Masks
←, △, →, ←, ◎, →, ↓, ↓

CROC 2

To activate the Cheat Menu hold down L1 and press △, ←, ←, →, □, ↑, ↑, ← and ◎. When you're playing the game press L2 and R2 together to open up the Cheat Menu.

INFINITE CRYSTALS

At the title screen hold L1 and press □, □, ◎, ↓, ←, →, ←, →. Then, while playing the game, hold and press □ to add one hundred crystals to your inventory. Repeat this to add an unlimited amount.

INFINITE LIVES

At the title screen hold L1 and press ◎, ↓, ←, ↑, →, △, ↓.

D IS FOR...

DARK FORCES

CHEAT MENU

Press ←, ◎, ⊗, →, ◎, ⊗, ↓, ◎, ⊗ during the game. A cheats menu will appear with the following options:

Invincible: No damage.
Coords: Displays current position.
Supermap: Display full map of current level.
Maxout: All weapons and ammunition.
Pogo: Higher jump to reach previously inaccessible locations.
Ponder: Turn AI off.
Gamewon: Jump to next level.
To use the level skip feature, enable

HARD RIGHT

COLIN MCRAE RALLY

GET AHEAD IN THE GAME THAT STARTED IT ALL...

CHEAT CODES

Enter one of the following when asked to enter your name:

Peasouper	Adds fog to all stages
Buttonbash	Power accelerator
Heliumnick	Co-driver has a squeaky voice
Directorcut	Allows you to play with replay
Kitcar	Gives a turbo boost (press SELECT when the green bar is full).
Moreoomph	Double engine power
Forklift	Rear wheel steer
Trolley	Allows you to drive with four-wheel steering
Blancmange	Green Jelly Car
Nightrider	Night Driving

BAGS OF FUN

DEAD OR ALIVE

GET TO GRIPS WITH ALL THE BABES AND EXTRA CHARACTERS RIGHT HERE...

FIGHT AS RAIDOU
Unlock all costumes for all characters. Select costume 14 (for female characters) or 5 (for male characters) and complete the game under the normal difficulty level and default settings.

FIGHT AS AYANE
Complete the game using the Raidou under the normal difficulty level and default settings.

REPLAY END OF ROUND
Hold □ + ○ and press △ after a round ends but before the victory pose begins. Then continue to hold □ + ○ and press △ to replay end of round.

the "Gamewon" option on the cheat menu. Resume playing and pause the game to access a new option to jump to the next level.
LEVEL SELECT
Enter P3NDLDQNY2 as a password to access all previous levels.

DAVE MIRRA FREESTYLE BMX

SECRET CHARACTERS
Complete the game with any rider to unlock the character Slim Jim and a bonus bike.
EXTRA POINTS
Use the secret bike and perform a Double Peg Stall anywhere in any level. The longer the balance the more points you'll collect. Or try bunny-hopping your way to extra points. When the round ends, pedal to the level and perform a bunny-hop with ↑ and ✕ or ↓ and ✕. Keep doing this and you will keep scoring even though the clock has stopped.

DESCENT

ALL LEVEL KEYS
Pause then press □, ✕, ○, △, ✕, △, △, ✕, △,✕, △, ✕.
ALL WEAPONS, 10 LIVES AND LEVEL SELECT
△, ✕, □, □, △, ○, ○, □, △, □, ○, ✕.
BRIGHTER SCREEN
□, △, ○, □, □, ✕, ○, △, □, ○, ✕, △.
CLOAKING DEVICE
△, □, ✕, ○, □, ✕, ○, △, ✕, □, ✕, △.
INVULNERABILITY
□, △, ○, □, □, △, ○, ○, □, △, □, ✕.
MEGA WEAPONS
△, □, ○, ✕, △, □, ✕, △, □, ✕, ○, ←.
RESTORE SHIELDS
△, △, ✕, □, △, ○, △, ✕, □, ✕,△, ✕.
STRANGE COLOURS
□, △, ○, □, □, △, ○, ○, □, △, □, ✕, △, ✕, □, △.
TURBO SPEED
□, △, ○, □, ○, ✕, □, ✕, ○, △, □, ✕.

DESTRUCTION DERBY

MONASTERY RUINS BONUS TRACK
Enter REFLECT! as a name in a Wreckin' Race-Championship. When the main menu returns change the race to Wreckin' Race-Practice. Monastery Ruins can now be selected as a course. This track is normally rewarded for finishing first in the season.
NO DAMAGE
Enter !DAMAGE! as a name.
CHOOSE NUMBER OF COMPETITORS
Enter NPLAYERS as your name. From the main menu, go to the track select screen. After a track is selected, you will be able to choose the number of competitors.
SMOKING OPPONENTS
Enter DERBYMAN as your name.
MONKEY SECRET
Choose Destruction Derby-Championship and enter MONKEY as your name. Start the game and perform five 360s. A monkey will begin running around the track. Hitting the monkey is worth a large amount of points.
VIEW REFLECTIONS STAFF
Hold down L1 + ← + ○ at the piracy screen.
RIDGE RACER TYPE TRACK
Start two-player mode. Enter RIDGE as a player one and RACER as a player two.
EASY FOUR POINTS
Hold Accelerate + → for a few seconds at the beginning of a race.
TIME CHEAT
Select Total Destruction from the main menu. As soon as the game starts, pause and exit. If you had 0 seconds on the clock, your name will appear on the scoreboard with 566.?? seconds.

DESTRUCTION DERBY 2

ALL TRACKS
Enter MACSrPOO as your name. Start a new practice race to immediately access the new tracks.
ANIMATED CREDITS
Enter CREDITZ! as your name. Animated credits of the main programmers will appear.
FMV CREDIT SEQUENCE
Enter ToNyPaRk as your name. A video of the credits with a background FMV will appear.

DESTRUCTION DERBY RAW
To make your motor impervious to damage in Wreckin Racin Mode, enter INVINCIBLE! as your name – the other cars will just bounce off you.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

ALL WEAPONS
Pause during the game and then press the following: □, □, ○, ○, L1, L1.
AUTOMATIC RE-LOAD IN SHOOT-'EM-UP MODE
Pause the game and press □, □, △, △, ○, ○.
BIG HEAD MODE
Pause the game and press R1, R1, L1, L1, △, △.
DISABLE LASER SIGHT
Pause the Game and press L1, L1, △, △, L1, L1, L1.
ELECTRIC MAN (IN ADVENTURE MODE)
Pause the game and press □, □, L1, L1, R1, R1.
FIRST PERSON VIEW IN ADVENTURE MODE
Pause the game and press ○, △, △, □.
INFINITE AMMO
Pause the game and press L1, L1, R1, R1, ○, ○.
INVINCIBILITY
Pause the game and press △, △, ○, ○, L1, L2.
POP TOP MODE
Pause the game and press □, □, ○, ○, R1, R1.
SKELETON MODE
Pause the game and press ○, □, △, △, □, ○,
SLOW ROCKETS
Pause the game and press L1, R1, R1, L1, △, □.
SNAKE CAR IN DRIVING MODE
Pause the game and press ○, □, R1, R1, ○, L1, ○.

DINO CRISIS 2

UNLOCK DINO COLISEUM
Beat the game once to to fight all dinosaurs found in pit fight.

CHARACTERS FOR CASH
Earn the following amount of money to buy each character for the Coliseum or Dino Duel.

Rick	100,000 Extinct Points
Gail	100,000 Extinct Points
Tank	120,000 Extinct Points
Oviraptor	150,000 Extinct Points
Velociraptor	150,000 Extinct Points
Inostrancevia	160,000 EPs
Allosaurus	180,000 EPs
Tyrannosaurus Rex	150,000 Extinct Points
Triceratops	200,000 Extinct Points
Compsagnathus	250,000 Extinct Points

UNLIMITED AMMO
Complete the game and collect all 11 Dino Files to reveal the EPS Platinum Card at the Save Screen. This will give you unlimited ammo next game.
UNLOCK TRICERATOPS AND COMPSAGNATHUS
Once you have purchased all the other dinos for Dino Duel and Dino Coliseum in Hard Mode you can unlock the Triceratops and Compsagnathus.

DISNEY'S DINOSAUR
Hold L1 + R1 and press ○, ↑, ✕, □, ↓, ←, →, □, to enable the Cheat Menu.

DISNEY'S HERCULES

PASSWORDS
To access any level, enter one of these at the password screen:
LEVEL PASSWORDS HERO'S GAUNTLET
Hydra, Medusa, Shield, Medusa
CENTAUR'S FOREST
Centaur, Herc's head, Minotaur, Archer
BIG OLIVE
Centaur, Shield, Hydra, Herc's Head
HYDRA CANYON
Shield, Helmet, Shield, Soldier
MEDUSA'S LAIR
Archer, Pegasus, Archer, Centaur
CYCLOPS ATTACK
Helmet, Pegasus, Herc's Head, Archer
TITAN FIGHT
Soldier, Shield, Shield, Lightning
HALLS OF ETERNAL TORMENT
Medusa, Soldier, Centaur, Pegasus
VORTEX OF SOULS
Soldier, Lightning, Soldier, Centaur
FULL MOTION VIDEOS
Pegasus, Soldier, Centaur, Soldier

DRIVER 2

SECRET AREAS
Parts of each city can be unlocked when you pull a certain lever or find a certain building. To reveal each item, complete the task on the right.

SECRET	**HOW TO UNLOCK IT**
CHICAGO	
Baseball Stadium	Ticket Office
HAVANA	
Mini	Garage
Army Base	Hidden Switch
VEGAS	
Custom Pick-up	Garage
Construction Site	Jump Into it
Invincibility	Drug Store
RIO	
Truck	Docks
Immunity	Police Station

DUKE NUKEM: LAND OF THE BABES

MASTER CODE
Press L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, ○(4), ✕(4), □(4), SELECT(4) at the cheats screen to unlock all codes.
LEVEL SELECT:
○, ✕, □(2), ✕, □, ○
ALL WEAPONS:
R2, ✕, L1, □, R1, ○, L2
UNLIMITED AMMUNITION:
L2, ○, R2, □, ○, L2, R1
DOUBLE DAMAGE:
□(3), ○(3), ✕
INVINCIBILITY:
L1, □, ○(2), □, L1, L2
TEMPORARY INVINCIBILITY:
Press L1(6), R2
INVISIBILITY:
Press □, ✕, ○, □, ✕, ○, □ at the cheats screen.
FULL ARMOUR:
Press L1(2), R1(2), ✕(2), ○(2) at the cheats screen.
FULL EGO:
Press R1(2), ○(2), L1(2), R2 at the cheats screen.
FIRST PERSON VIEW:
Press L2, R1, L1, R2, ○, ✕, □ at the cheats screen.
BIG HEAD DUKE:
Press □(2), ✕, ○(2), ✕, □ at the cheats screen.
SMALL HEAD DUKE:
Press □, ✕, ○(2), ✕, □(2) at the cheats screen.
BIG HEAD ENEMIES:
Press ✕(2), R1, ✕, L1, ✕ at the cheats screen.
SMALL HEAD ENEMIES:
Press ✕, L1, ✕, R1, ✕(2) at the cheats screen.
OUTTAKE FMV SEQUENCES:
Press L1, L2, R1, R2, □(2), ○(2) at the cheats screen.
WACKY FMV:
Press L1, L2, R1, R2, ○(2), □(2) at the cheats screen.
ENDING FMV SEQUENCE:
Press ○, R2, L1, □, L2, ✕ R2 at the cheats screen.

DUKE NUKEM: TIME TO KILL

LEVEL SELECT
Pause the game and press ↓ nine times, ↑, then exit the current game. Select the "Time To Kill" option at the bottom of the menu, press ← or → to select a level, then press ✕ to begin the game.
CHEAT CODES
For all these cheats, pause and input the code.
INVINCIBILITY
L2, R1, L1, R2, ↑, ↓, ↑, ↓, SELECT, SELECT.
INFINITE CONTINUES
←, →, ↑, ←, →, ↓, ←, →, L1, R1.
INVISIBILITY
L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.
UNLIMITED AMMUNITION
←, →, ←, →, SELECT, ←, →, ←, →, SELECT.
ALL WEAPONS
L1, L2, ↑, L1, L2, ↓, R1, →, R2, ←.
POWERED-UP WEAPONS
R1, R2, L2, L1, R1, R2, L2, L1, SELECT, SELECT.
ALL ITEMS
R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.
EXTRA DAMAGE
L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.
BIG HEAD DUKE
R1 nine times, ↑
SMALL HEAD DUKE
R1 nine times, ↓
BIG HEAD OPPONENTS
R1 nine times, ←
SMALL HEAD OPPONENTS
R1 nine times, →
INTRODUCTION SEQUENCE
SELECT, ↑ nine times, SELECT, L1.
VICTORY SEQUENCE
SELECT, ↑ nine times, SELECT, L2.
KILT SEQUENCE
SELECT, ↑ nine times, SELECT, R2.
VIEW CREDITS
SELECT, ↑ nine times, SELECT, R1.
GAME COMPLETED
□, △, ○, ○, during the game.
ROGUE TRIP FMV SEQUENCE
Press L1 + L2 + R1 + R2 at the GT Interactive logo during the opening sequence.

DYNASTY WARRIORS

FIGHT AS ZHUGE LIANG
Finish the game with Guan Yu, Zhang Fei and Zhao Yun. Then press ← at the character selection screen.

FIGHT AS CAO CAO
Finish the game with all characters except Guan Yu, Zhang Fei, and Zhao Yun.

FIGHT AS LU BU
Finish the game with Zhuge Liang and Cao Cao.

FIGHT AS TOUKICHI
Enable Zhuge Liang, Cao Cao, and Lu Bu. Quickly press ↓, ↓, →, ↑, ○, △, R1 and then R2 at the title screen.

FIGHT AS NOBUNAGA
Enable Lu Bu. Quickly press □, ↑, △, ↓, ○ at the title screen. A sound will confirm correct code entry. Nobunaga is located to the right of Shun Shang Xiang. Choose this character by pressing L1 or R1 at the Character Select screen – Nobunga has basically the same attacks as Lu Bu.

FIGHT AS SUN SHANG XIANG
Quickly press ←, ←, ↑, ↓, △, □, L1, R1 on the one-player battle

screen. The sound of a sword will confirm correct code entry. Choose this character (a girl), by pressing L1 or L2 on the character select screen.

EVIL DEAD: HAIL TO THE KING
If you don't want your chainsaw to pack in halfway through a zombie, dap in ✕ ✕ ○ □ ○ □ △ at the main screen for unlimited fuel. Happy chopping everyone!

F IS FOR...

FELONY 11-79

ALTERNATE CAMERA VIEW
Hold SELECT and press △ in the game.
ALL VEHICLES AND TRACKS
Quickly press L2 + R1 + R2, R2, L2, R1 + △ on controller two at the main menu. The sound of an explosion will confirm correct entry.
ALL VEHICLES AND TRACKS (ALTERNATE)
Hold △ and quickly press R1 + L2 + R2, R2, L2, R1 on controller two at the game mode selection screen. The sound of an explosion will confirm correct code entry. Alternatively, use controller two at the game mode selection screen. Hold △, then hold L2 + R1 + R2. Release L2 + R1 + R2, then press R2, L2, R1 while still holding △.
SECRET VEHICLES
To access the hidden vehicles, accomplish the following tasks right now

360	Complete the Paris track with over $2.5 million. To accomplish this, use the DRM (Dodge Ram). Enter the subway and destroy both of the trains and some cars. Then, use the last phone on the map.
BUS	Complete the Seaside track
CIV	Complete the downtown track.
DAM	Complete Metro City track.
DBL	Complete the Paris track in under four minutes.
DTK	Complete the Paris track.
ELS	Complete the Seaside track with over $2.5 million. To accomplish this, select the Dump Truck as a vehicle. At the start of the track, reverse until two containers worth $100,000 each are hit, but ignore the rest to save time.
FD7	Complete the downtown track within four minutes.
FML	Complete the downtown track with no accumulated money and no damage.
GT1	Complete the Seaside track within four minutes.
GTK	Break the speed limit on the freeway section of the Seaside track by at least 53 mph.
GT5	Complete the Seaside track.
GTS	Complete the downtown track with over $1 million. Alternatively, Complete the Seaside track.
LIM	Complete the Paris track.
NSR	Complete downtown track.
PLC	Complete Seaside track with no accumulated money or damage.
PCS	Complete the downtown track within four minutes.
RCC	Destroy the shelves on the left wall at the shopping mall at the end of the Paris track before time runs out. To save some time, try picking up the RCC, then use one of the phones.
SIR	Complete the downtown track.
SSP	Exceed 144 mph at the speed checkpoint on the Seaside track.
TAC	Complete the Metro City track within four minutes.
TNK	Complete the Paris track with no accumulated money or damage.
VPR	Complete the downtown track with over $1 million. To accomplish this, select the 318 as a vehicle. Reverse back into the jewellery store when starting at the beginning of the track. Destroy the rest of the jewellery, worth $80,000 each.

FINAL FANTASY VII

BAHAMUT ZERO MATERIA
When in the Rocket with Cid, enter the combination ○, □, ✕, ✕. Now go to Budenhagen at Cosmo Canyon, and examine the Blue Materia. Bahamut Zero will be yours.

FIGHTING FORCE

CHEAT MODE
Hold ← + □ + L1 + L2 + R1 + R2 at the Main Menu. The words "Cheat Mode" will appear at the bottom of the screen to confirm correct code entry. Enter the options screen to access invincibility and stage select options.
UNLIMITED LIVES
Pause the game and press →, □, △, □, △, ✕.

FIFTH ELEMENT

CHEAT MODE
Press L1, L2, R2, R1, SELECT at the Main Menu. A sound will confirm correct code entry. Press ↑ to display a cheat menu with level selection, unlimited lives, weapon, item, and FMV sequence options available. For the PAL version, hold ○ + △ + L2 at the Main Menu.

G IS FOR...

G POLICE: WEAPONS OF JUSTICE

LEVEL PASSWORDS
Use these on the password screen to get through to the later stages.

Level 2	OCTOPI
Level 3	BRAINS
Level 4	FINGER
Level 5	BANANA
Level 6	JUNGLE
Level 7	VOODOO
Level 8	SQUEAK
Level 9	DUNDEE
Level 10	TEAPOT
Level 11	BUTTER
Level 12	INDIGO
Level 13	STROUD
Level 14	ELIXIR
Level 15	LIQUID
Level 16	STAPLE
Level 17	SHIRTS
Level 18	APPLES
Level 19	GADGET
Level 20	TANUKI
Level 21	SALADS
Level 22	DUFFCO
Level 23	PHONES
Level 24	ASSERT
Level 25	OXYGEN
Level 26	JOYPAD
Level 27	ACTIVE
Level 28	MENACE
Level 29	WINDOW
Level 30	AGENDA

GEX 3: DEEP COVER GECKO

INVINCIBILITY
Pause the game, then hold L2 and press ↓, ↑, ←, ←, △, →, ↓.
GEX QUOTES
Pause the game, then hold L2 and press ↓, →, ←, ○, ↑, →. Resume the game and press SELECT to force Gex to make a comment.
VAULT CODE NOTE
To enter the following vault screen passwords, play the hidden level and get all four vault collectables. Enter passwords at the vault screen.
Extra life – △, ○, Star, □, □, ✕.
Ten Lives – □, ✕, ○, ○, △, □.
Invincibility – □, Star, △, □, △, Diamond.
Play as Alfred – □, ✕, △, □, Star, Star.
Play as Cuz – □, Diamond, □, □, △, Diamond.
Play as Rex – □, Star, Star, □, △, △.
View FMV Sequence – ○, △, □, Star, Diamond, Star.
View FMV Sequence 2 – Diamond, Star, □, ✕, △, ○.

GHOST IN THE SHELL

ALL MISSION AND TRAINING FMV SEQUENCES
Quickly press R2, R1, ↑, ↓, □, □, R2, R2 at the Main Menu. A sound will confirm correct code entry.

GRAN TURISMO

HIGH RESOLUTION MODE
Earn an International A Licence, then enter the GT League and win all four cups, including the GT World Cup. Alternatively, successfully complete all arcade mode tracks under the hard difficulty level.
BONUS FMV SEQUENCE
Select arcade mode, obtain the bonus tracks, then finish in first place on all tracks with any car. This must be done in A, B, and C class mode under the normal or higher difficulty setting. A "Staff Video" option will now appear under "Bonus Items".

GRAND THEFT AUTO: LONDON

CHEAT CODES
Enter the code at the password screen. Enter it again to cancel it.
HAROLDHAND – All levels, all weapons, infinite ammo, a 'Get Out Of Jail Free' card, armour, 999999 points, 99 lives, 5x multiplier, no cops, and display coordinates.
GETCARTER – All levels, all weapons, infinite ammunition, 'Get Out Of Jail Free' card, armour, 99 lives, 5x multiplier, maximum wanted level, display coordinates.
FREEMANS – All levels, all weapons, infinite ammo, 'Get Out Of Jail Free' card, armour, 5x multiplier.
DONTMESS – All weapons, infinite ammo, 'Get Out Of Jail Free' card, armour.
TOOLEDUP – Same as above.
SORTED – All levels, weapons, infinite ammo, 'Get Out Of Jail Free' card, armour.
RAZZLE – All levels.
READERWIFE – Same as above.
MAYFAIR – London levels 1-2.
PENTHOUSE – London levels 1-3.
MCVICAR – 99 Lives.
BIGBEN – 9,999,990 points.
SIDEBURN – 5x multiplier.
OLDBILL – Max wanted level.
GRASS – No cops.
SWEENEY – Display coordinates.

GRAND THEFT AUTO 2

CHANGE THE RADIO STATION
To change the radio station press ↑ + SELECT.
CHEAT CODES
To activate a cheat, enter its corresponding code (without spaces) as a player name.
1,000,000 Points – BIG SCORE
500,000 Dollars – MUCH CASH
5x Multiplier – HIGH FIVE
All Weapons and Ammo – NAVARONE
Debug Mode – NO FRILLS
Disable Law Enforcement – LOSE FEDS
Display Coordinates – WUGGLES
Level Select – ITS ALL UP
Maximum 'Wanted' Level – DESIRES
Unlimited Energy – LIVE LONG
FREE MONEY
Steal a taxi and pick up people, they pay you about $5 per second. Be patient they don't always get in. They pay you until you drive recklessly or if you are being chased by cops.
GRIND SESSION
Unlock all tricks: SELECT the tournament mode, pause the game and press ↓, ←, ↑, →, ↓, ←, ↑, →

H IS FOR...

HEART OF DARKNESS

CHEAT MODE
Hold L1 + L2 + R1 + R2 on controller two and then turn on the PlayStation. Keep the buttons pressed and enter the options screen from the main menu with controller one. Then, choose the "Load Game" option from the "Treehouse" screen to select any level or FMV sequence.

HOGS OF WAR

For these cheats, go to the "Name your team" screen and type in the following names:
FMV Scenes – PRYING PIGS
Team Lard – MARDY PIGS
Cool FMV Scene – WATTA PORK

I IS FOR...

OLD SKOOL

FEAR EFFECT 2: RETRO HELIX

DON'T GET SCARED – WE'VE GOT ALL YOU NEED RIGHT HERE...

RETRO HELIX
Once you've completed the game you can get your hands on these natty cheats. Start a new game and after waiting until the intro has finished, head over to the control panel on your left. Turn it on, then press △ START L1 to access Cheat mode. Type in 11692 for every weapon, 61166 for unlimited ammo or 10397 for Big Head mode.

ART GALLERY
You can access an art gallery on each of the three discs. At the main menu on disc one, press ← → ↑ ↑ ↓ and ○. Now chose "extra" from the options menu. On disc two, press ↑ ↑ R1 R1 R1 and □. On disc three, press L1 R2 L1 R2 L1 and □.

INTERNATIONAL TRACK & FIELD

BIKINIS IN FREE STYLE SWIMMING
Highlight "100m Free Style" at the game select screen and press ↑, ↑, ↓, ↓, ←, →, ←, →, ○, ✕. As a result the swimmers will now wear bikinis during the free style event.
HIDDEN GAUGES
Choose the start option from the title screen. Enter any event and pause the game. Hold L1 + L2 + R1 + R2 + □ + ✕ + △ + ○. Keep these buttons held and repeatedly press ↑ or ↓ to move the gauges off the screen.
SPACE SHUTTLE
In the Pole Vault, clear the qualifying height of 4.5 meters on the first attempt. On the second attempt, set the pole to 5.0 meters and clear it. A shuttle will fly by when the pole is set again.
TYRANNOSAURUS REX
In the Shot Putt, get a distance composed of all the same digits, such as "11.11" or "55.55". A Tyrannosaurus Rex will appear behind the crowd in the stadium.
U.F.O.
In the Javelin, tap □ or ○ button once and to begin jogging towards the foul line. When the angle meter appears, press and hold ✕ to get it over 60 degrees. When the meter rises, begin pressing the □ or ○ button rapidly. Make sure you are running at a high speed and release the javelin before the foul line. The javelin must be thrown with the maximum power at an angle of more than 60 degrees. A U.F.O will fall into the stadium with the javelin protruding from it.
BIRDS
In the Discus, get a distance that matches in meters and centimetres, such as "55.55" or "23.23". A flock of birds will appear above the stadium.
MOLE
In the Triple Jump or Long Jump, match the last three numbers of your distance, such as "13.33" or "19.99". A mole will appear from the location of your jump.
BALLOON
In the Hammer Throw, distance that matches in meters and centimetres, such as "1.01", "21.21", or "35.35". A balloon will appear from the crowd
BLIMP
In the High Jump, qualify in the first attempt. On the second attempt, adjust the bar more than 40cm and clear it. During the third jump, a blimp will appear.

THE ITALIAN JOB

UNLOCK EVERYTHING
At the main menu, highlight The Italian Job and enter the following code – △ △ ○ △ ○ △ □ △ □ △.
'Loading' should now appear on screen if the cheat has worked.
SECRET MISSION
To access the secret mission, drive to the roundabout in Turin and take the first right, then proceed along until you reach the parking lot. Once there, hit all the cones and you'll get a new job offer. Easy as that!

J IS FOR...

JACKIE CHAN'S STUNT MASTER

ALL LEVELS
On the Press Start screen press L2, □, △, ○, ✕, R2, R2.
BONUS MOVIE
To access the bonus movie press ←, →, R1, ○, □, △, △, Press ✕ to watch the movie.

JERSEY DEVIL

UNLIMITED LIVES

Collect the bonus life at the top of the fountain at the start of the game. Press START to pause the game and display the status screen. Resume the game and collect the same bonus life, which will re-appear. Repeat this procedure to collect an unlimited number of lives.

K IS FOR...

KLONOA: DOOR TO PHANOTMILE

BALUE'S TOWER (EXTRA VISION) BONUS LEVEL.

Save all 72 Phantomilians.

MUSIC TEST

Complete the Balue's Tower bonus game. A music test option will appear on the level selection screen.

CONTROL TITLE SCREEN

Press L2 and R2 at the title screen to blow the leaves off the screen.

LEVEL SELECT

Complete the game, then return to the title screen. Select the "Continue" option, then select "Vision Clear".

KRAZY IVAN LEVEL SELECT

Highlight Russia and press → at the level select screen with the globe. Hold ⊗ + ↙ before the Jap mission details appear. The globe will begin to bounce through the levels. Release the buttons when a specific level is displayed to play that stage.

TRUE ENDING

As the shield generator is blown up on the final level (Japan), walk into the centre of the explosion to find a hidden level and the true ending of the game. Smart!

KNOCKOUT KINGS 2001

NOLAN – Owen Nolan
FRANCIS – Steve Francis
BABY – baby
BULLDOG – bulldog
CLOWN – clown
EYE – cyclops
GORE – gorilla

L IS FOR...

LMA MANAGER

To open the cheats enter the code as a player name. A cheering crowd will sound.

£500,000,000
KING MIDAS

ANY PLAYER WILL JOIN THE CLUB
NORTH AND SOUTH

BUILD STADIUM FASTER
UICK DRY CEMENT

HIGH RATING (95% – 98%)
THE BEST

QUICKER HEALING
WITCH DOCTOR

RAINY WEATHER
WET WET WET

SUNNY WEATHER
DRY DRY DRY

THE SUBSEQUENT GAME IS PLANNED
BACKSEAT MANAGER

WIN ALL GAMES
IVOR INVINCIBLE

LOST WORLD

LEVEL SELECT, VIEW FMV SEQUENCES

Enter ⊡, ⊗, ◎, △, △, ⊗, ⊡, ◎, △, ◎, ⊗, ⊡ as a password three times. Note: Ignore the invalid password response between entries. Select the blank position at the bottom of the "Movies" menu to view all FMV sequences.

FREE MOVEMENT

Begin the game on the Human Prey or Hunter levels. Hold L1 + ↑, then press ⊗ + ⊡. Your character may now move freely through out the level and have a rapid fire weapon. Note: Your character will also be invincible while shooting.

M IS FOR...

MARVEL SUPER HEROES

FIGHT AS DR DOOM

Complete and save the game under the default settings. Turn off the "Shortcuts" option. Enter the character selection screen. Press ↓, then press ↓ again and hold the button. Quickly press ⊗, ◎, R1 in that order, holding each button down as the next button is pressed. At this point, ↓ + ⊗ + ◎ + R1 should be held on the controller. The words "Captain America" will be spoken, but Dr. Doom's face and name will appear.

FIGHT AS THANOS

Complete and save the game under the default settings. Turn off the "Shortcuts" option. Enter the character selection screen. Press ↑, then press ↑ again and hold the button. Quickly press L1, △, ⊡ in that order, holding each button down as the next button is pressed. At this point, ↑ + L1 + △ + ⊡ should be held on the controller. The words "Spider-Man" will sound, but Thanos' face and name will appear.

DISABLE VS MODE POWER GEMS

Press SELECT on controllers one and two before the match begins. The phrase "No Gems" will appear to confirm correct code entry.

CONTINUE FIGHTING

Hold SELECT after the last round of the match ends to continue hitting your opponent.

ALTERNATE COSTUMES

Turn off the "Shortcuts" option. Hold ↑ (if your character is in the upper row) or ↓ (if your character is in the lower row) for approximately three seconds and press any button at the character selection screen.

THROW PUMPKINS

Use a Reality Gem, then press SELECT.

MARVEL SUPER HEROES VS STREET FIGHTER

To get these hidden characters, highlight the second character, hold SELECT, and press any button.

Evil Sakura	Hulk
Mech Zangief	Blackheart
Mephisto	Omega Red
Shadow	Dhalsimun
US Agent	Bison

MAT HOFFMAN PRO BMX

Pause the game and hold L1 while you stick in each cheat.

FREE TIME
⊡ ↑ ◎ ⊗

TIMES TEN SCORE
⊡ ◎ ◎ ↑ ↓ ↓

INFINITE BALANCE
⊡ ← ↑ →

INFINITE SPECIAL
← ↓ △ ◎ ↑ ← △ ⊡

SMALLER SCORES
↑ ↓ ↑ ◎ ◎ ⊡

BIG WHEELS
↓ ◎ ◎ ↓

GRIND METER
← ◎ ⊡ △ ⊡ ◎ ⊗

UNLOCK GRANDMA

Retry any Career Mode level ten times without letting the timer run out. On the tenth try the game will tell you that "you ride like grandma" and you can play as the old dear.

UNLOCK TONY HAWK

Beat the game with any rider with 30 covers and two gold medals to unlock Tony Hawk on a bike!

UNLOCK WAREHOUSE FROM TONY HAWK'S

Pull off a combo for 200,000 points without cheating!

UNLOCK BURNSIDE FROM TONY HAWK'S

Beat the game with all eight riders with all the covers and gold medals.

MDK

BONUS ARENA

In World 1 Arena 1, after you have blown up the atomic door with the "world's smallest atomic device", turn around and go back to the original cave you started the game in. You will find a shimmering pink ball. Step into the ball. You will appear in a new arena. Shoot all the Grunts in this arena. A tornado (useful for killing everything in an arena) and health bites will float down. Pick up these goodies and then step back into the ball. You will arrive back into the original cave and continue on to Arena 2.

GOD MODE

While playing, pause the game and press ↓, L1, ↑, ⊡, START, START, ◎, △, △, ◎, →, ↑, ←, L1, ⊡. Unpause the game to enable the code.

LEVEL SELECT

At the title screen press ←, ◎, △, ↑, ⊡.

CHEATS CODES

Before you can enter the following cheats, you must first pause the game and press ↓, R1, ↑, ⊡.

Bones Airstrike
, ↑, ◎, ↓, ↑, ↓, R1.

Cow Drop
↑, ↓, ↓, R1, →.

Dummy Decoy
⊗, R1, →, ◎, ⊗, ↑, ⊡.

Invincibility
◎, △, △, ◎, →, ↑, ←, R1, ⊡.

Mortar
←, R1, △, ⊡, →, ◎, ←, ←.

Nuke
↓, ↑, ⊡, △, ↓, ◎, ◎, →.

Sniper Grenade
↑, ⊡, R1, ←, ◎, △, ⊡.

Super Chain Gun
←, R1, ↓, ⊡, △, ↑, ↓ .

Super Speed
→, ◎, △,◎, ⊗.
(During gameplay hold R2 for Super Speed.)

Thumper
↓, ↑, →, →, △, ↑, →, ↓.

Tornado
↓, R1, ⊡, △, →, ↑, ⊗.

The Worlds Most Interesting Bomb
Press ↓, →, ◎, ◎, ←, ←, ↑, ⊡, △.

MEDIEVIL II

ULTIMATE CHEAT MENU

Pause the game, hold p and press the following buttons in this order: △, ◎, △, ◎, ◎, △, ←, ◎, ↑, ↓, →, ◎, ←, ←, △, →, ◎, ←, ←, △, ◎, ↓, ◎, ◎, →.

METAL GEAR SOLID

STEALTH SUIT

Successfully complete the game under the easy level after submitting during the torture by pressing SELECT. Otacon will give your character the stealth gear after being saved. Allow credits to complete, then save the game. Load saved game to begin with the Stealth Suit.

BANDANA

Successfully complete the game without submitting to the torture. Your character will save Meryl and receive the bandana. When equipped, the bandana will allow unlimited ammo on any weapon.

MICRO MACHINES V3

Enter the following codes as your player name. You can enter as many names as you like:

Nine Lives in Single-player Mode – CATLIVES
Three Lives in Multi-player Mode – 3LIVES
All Tracks in Multi-player Mode – GIMMEALL
Tanks on All Tracks in Multi-player Mode – TANKS4ME
No Tank Weapons in Multi-player Mode – NOTANKS
Snow During Trophy Win – WINTERY

For the following codes pause the game and enter the commands:

TRANSFORM CAR TO ANY OBJECT
↓, ↓, ↑, ↑, →, →, ←, ←.

FLOATING OBJECTS
⊡, △, ⊡, ⊡, △, ⊡, ⊡, △, ⊗.

DOUBLE SPEED
⊗, ◎, ⊡, △, ⊗, ⊗, ⊗, ⊗.

SLOW CPU CARS
◎, △, ⊡, ⊗, ◎, △, ⊡, ⊗.

BEHIND CAR VIEW
←, →, ⊡, ◎, ←, →, ⊡, ◎.

BIG JUMPS
Press ⊡, →, →, ↓, ↑, ↓, ←, ↓, ↓ during the game. A beep will confirm that you have the correct code entry. Enter the code again to disable it.

MORTAL KOMBAT 4

CHEAT MENU

Enter Kombat Kode 302 213 at the 2 Player Vs. screen. Exit and enter the options menu. At the options menu, highlight "Versus Screen Enabled" and hold Block + Run for ten seconds.

ALTERNATE COSTUMES

Press START and any button to rotate select screen pictures two times to enable each character's second costume, except for Sonya and Tanya. The select screen pics must be rotated three times for these two.

FIGHT AS MEAT

Enter "Group Mode" and successfully complete the game with all 16 characters. After this has been accomplished, select any character and begin a match. Your character will playing as Meat with all the moves of the character that was selected.

FIGHT AS GORO

Select the invisible icon at the bottom of the character selection screen. Press ↑, ↑, ↑, ← to highlight Shinnok's icon, then press Run + Block.

FIGHT AS NOOB SAIBOT

Enter the 012 012 Kombat Kode at the 2 Player Vs. Screen. Exit this match and enter the character selection screen. Select the invisible icon at the bottom of the character selection screen. Press ↑, ↑, ← to highlight Reiko's icon, then press Run + Block. Single player stage select. Enter the "Practice" menu and select the stage that appears prior to the desired stage that you wish to start at. Select a practice mode match, then immediately quit. Select a single player game to begin at the desired stage.

VIEW BIOGRAPHIES

Enter "Kombat Theatre" Mode,

KAIN AND ABLE

LEGACY OF KAIN SOUL REAVER

CHEATS TO MAKE YOU VERY HAPPY INDEED...

AERIAL REAVER
Pause the game during play, and hold L1 or R1, and press ⊗, →, ↑, ↑, △, ←, ←, →, ↑.

ALL ABILITIES
Pause the game, hold L1 or R1, and press ↑, ↑, ↓, →, →, ←, ◎, →, ←, ↓.

CONSTRICT
Pause the game, hold L1 or R1, and press ↓, ↑, →, →, ◎, ↑, ↑, ↓.

FIRE GLYPH
Pause the game, hold L1 or R1, and press ↑, ↑, →, ↑, △, L2, →.

FIRE REAVER
Pause the game, hold L1 or R1 and press ↓, ↑, →, ↑, ↓, ←, ◎, →, ↓.

FORCE GLYPH
Pause the game, hold L1 or R1, and press ↓, ←, △, ↓, ↑

FORCE PROJECTILE
Pause the game, hold L1 or R1, and press ←, →, ◎, ←, →, ←.

HURT RAZIEL
Pause the game, hold L1 or R1, and press ←, ◎, ↑, ↑, ↓.

KAIN REAVER
Pause the game, hold L1 or R1, and press ⊗, ◎, →, △, ←, ←, →, ↑.

MAKE FIRE REAVER
Pause the game, hold L1 or R1, and press △, →, ↓, ◎, ↑.

MAXIMUM HEALTH UPGRADE
Pause the game, hold L1 or R1, and press →, ◎, ↓, ↑, ↓, ↑.

MAXIMUM MAGIC UPGRADE
Pause the game, hold L1 or R1, and press △, →, ↓, →, ↑, △, ←.

OPEN WARP GATES
Pause the game, hold L1 or R1, and press ↑, ↑, ↓, →, →, ←, ◎, →, ←, ↓.

PHASE
Pause, hold L1 or R1, and press ↓, ◎, ◎, ←, →, △, ↑.

RESTORE HEALTH
Pause the game, hold L1 or R1, and press ↓, ◎, ↑, ←, ↑, ←.

RESTORE MAGIC
Pause the game, hold L1 or R1, and press →, →, ←, △, →, ↓.

SOUL REAVER
Pause the game, hold L1 or R1, and press ↓, △, L2, →, →, ↓, ↓, ←, △, ↓, →.

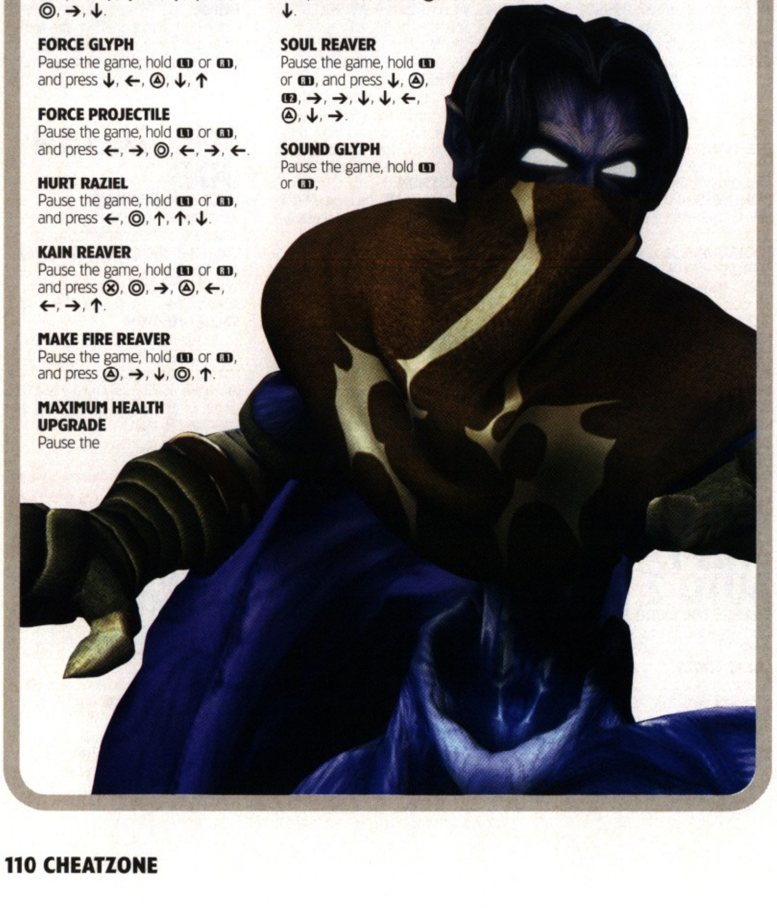
SOUND GLYPH
Pause the game, hold L1 or R1, and press →, →, ↓, ◎, ↑, ↑, ↓.

STONE GLYPH
Pause the game, hold L1 or R1, and press ↓, ◎, ↑, ←, ↓, →, →.

SUNLIGHT GLYPH
Pause the game, hold L1 or R1, and press ←, ◎, ←, →, →, ↑, ↑, ←.

UPGRADE HEALTH TO NEXT LEVEL
Pause the game, hold L1 or R1, and press →, ⊗, ←, △, ↑, ↓.

WALL CLIMB
Pause game, hold L1 or R1, and press △, ↓, L2, →, ↑, ↓.



highlight the desired character and press Block.

KOMBAT KODES
Enter one of the following codes to activate the corresponding effect.
One-hit Win
123 123
Noob Saibot Mode
012 012
Red Rain (on Rain stage)
020 020
Explosive Kombat
050 050
Drawn Weapons Not Lost
002 002
Disable Throws
100 100
Disable Max Damage
010 010
Disable Throws and Max Damage
110 110
Random Weapon Appears
111 111
Start with Random Weapon
222 222
Start with Weapons Drawn
444 444
Many Weapons
555 555
Silent Kombat
666 666
Big Heads
321 321
Fight in Goro's Lair (Spike Pit)
011 011
Fight in The Well (Scorp's Stage)
022 022
Fight in Elder God's Stage
033 033
Fight in Tomb Stage
044 044
Fight in Rain Stage
055 055
Fight in Snake Stage
066 066
Fight in Shaolin Temple
101 101
Fight in Living Forest
202 202
Fight in Prison (Fan Stage)
303 303
Fight in Ice Pit
313 313

MORTAL KOMBAT TRILOGY

CLASSIC CHARACTERS
Press SELECT to choose Rayden, Jax, Kung Lao, or Kano for the original versions of those fighters.

STAGE SELECT
Highlight Sonya and press ↑ + START in one player or Vs mode. The screen will shake and a boom will be heard to confirm correct code entry.

UNLIMITED CREDITS
Press ↓, ↓, ↑, ↑, →, →, ←, ← at the story screen. A sound will confirm correct entry. The credit display will change to "Freeplay".

RANDOM CHARACTER SELECTION
Hold ↑ + START on the Character Select screen.

RED AND BLUE "?" BOXES
Quickly press HK, LK, RUN, LP, HP, HP, HP LP, LP at the story screen. A sound will confirm correct entry.

"?" ON KUBE
Hold ↑ + R1 + R2 + L1 + L2 and press ↑ when the square labelled "Konfigure Kombat" is displayed in the Options menu. The screen will shake to confirm correct code entry. The "?" menu will open, allowing access to a whole host of options.

MOTO RACER

Enter these codes at the first "Press Start" screen. The logo should reappear to confirm correct code entry.

VIEW CREDITS
◎, ◬, ◎, ◎, ◬, ◎, ↑, →, ←, ⊗.

VIEW VICTORY FMV SEQUENCE
◎, ◬, ◎, ◬, ◎, ◬, L1, ↑, R2, ⊗.

ENABLE ALL TEN TRACKS
↑, ↑, ←, →, ↓, ↓, ◎, R2, ◬, ⊗.

ENABLE ALL TEN REVERSED TRACKS
↓, ↓, →, ←, ↑, ↑, ◎, L2, ◬, ⊗.

REVERSE MODE
←, →, ←, →, ◎, ◎, R1, L1, ◬, ⊗.

POCKET BIKE MODE
↑, ↓, R2, L2, ↓, ↑, L1, ⊗.

TURBO BOOSTED BIKES
↑, ↑, ↑, ◬, R1, ◬, R2, ↑, ↑, ⊗.

NIGHT TRACKS
↑, ◎, L1, ↓, ◬, L2, ◎, ←, R1, ⊗.

FUTURE VEHICLES
↑, ↑, ↑, ↓, L1, R2, L2, R1, ◎, ⊗.

BIKE ONLY, NO RIDER
←, ←, ◬, →, →, ↑, ↓, L1, R1, ⊗.

RIDER ONLY, NO BIKE
→, →, ◎, ←, ←, ↓, ↑, L2, R2, ⊗.

RESISTANCE IS FUTILE

MEDAL OF HONOR: UNDERGROUND

TAKE THE NAZIS OUT SINGLE-HANDEDLY WITH OUR HELP!

Enter these codes as passwords to view the hidden photos.
DWIECRANS
MOHUEQUIPE
MOHDESSINS

CHEAT MODE
Go to Options on the main menu and enter ENTREZVOUS as a password.

ALL SECRETS, MISSIONS AND EXTRA CHARACTERS
Enter PORTECLEFS as your password. You'll also get a Secret Codes screen to switch them on or off. To choose a mission, go to the Mission Log under the Save Load & Records option.

MOTO RACER 2

Enter the following codes at the Main Menu.

BONUS TRACK
R1, R2, ↑, ←, ◬.

FASTER BIKES
↑, ↑, ↑, →, ←, ◬, ⊗.

HIGHER JUMPS
←, ←, ↑, ↑, →, →, ↓, ↓, ▣, ◬, ⊗.

OTHER RACERS LIMITED TO 50 KM/H
◎, ▣, →, ←, L1, R1, ⊗

WIN ULTIMATE CHAMPIONSHIP
Press R2, L2, ↑, ↑, ▣, ▣, ↓, ↓, R1, ▣, ◬, ▣, ↑, ↓, ▣, ◬, R2, L1, ▣, R2, L2, L2, ↑, ↓, ↑, ▣, ◎, ◬ at the Main Menu.

THE MUMMY

Start a game, pause, quit, choose Replay Level, click on the Bonus Features and enter:

HIDDEN CAIRO BONUS LEVEL
◬ ⊗ ◬ ◎ ▣ ◬ ◎ ⊗

INFINITE AMMO
⊗ ◬ ⊗ ▣ ◎ ◬ ▣ ◬

INFINITE LIVES
◎ ◎ ◬ ◎ ⊗ ▣ ▣ ⊗

INVINCIBILITY
◬ ⊗ ◎ ◎ ⊗ ▣ ▣ ⊗

ALL WEAPONS
◎ ▣ ◎ ⊗ ⊗ ◬ ◬ ▣

N IS FOR...

NBA JAM EXTREME

PRE-GAME CODES
Begin the following controller actions on the select screen and completing them on the Vs. screen. The final action of the code should be completed on the Vs. Screen to activate the cheat. A sound effect and picture of a player will appear at the bottom of the screen to confirm correct code entry.
Display Shot Percentage – Hold Extreme + Shoot.
Permanent Turbo – Hold Turbo and press ↑, ↓, ↑, ↓.
No Turbo Meters – Hold Turbo + Extreme and press ↑, ↓, ↑, ↓.
No Crowd – Hold Extreme + Pass + ↑.

NBA STREET

Head over to the Versus screen and then punch in each one of these codes to cheat.

BEACH BALL ◬, ◎, ⊗, ⊗.

BIG HEAD ▣, ▣, ▣, ▣, ◬, ◎, ◎, ⊗.

EASY SHOTS ▣, ▣, ◬, ◎, ◎, ◎.

INFINITE TURBO ▣, ▣, ◎, ◎, ◎.

LESS BLOCKS ▣, ▣, ▣, ◬, ◎, ◎, ⊗, ⊗, ⊗.

LESS GAMEBREAKERS ▣, ◬, ◬, ◬, ◎, ◎, ◎, ◎, ⊗, ⊗.

LESS STEALS ▣, ▣, ▣, ◬, ◎, ◎, ◎, ◎.

MEGA DUNKING ▣, ▣, ▣, ◎.

MORE GAMEBREAKERS
▣, ◬, ◬, ◬, ◬, ◎, ◎, ◎, ⊗, ⊗.

NO 2-POINTERS
▣, ▣, ▣, ◬, ◬, ◬, ⊗, ⊗, ⊗.

NO ALLEY-OOPS
▣, ▣, ▣, ◬, ◬, ◬, ◬, ◎, ⊗, ⊗.

NO DUNKS ▣, ▣, ▣, ◎, ⊗, ⊗.

NO GAMEBREAKERS
▣, ◬, ◬, ◬, ◬, ◎, ◎, ◎, ◎, ⊗, ⊗.

NO JUICE
◬, ◬, ◬, ◬, ◎, ◎, ◎, ◎, ⊗, ⊗, ⊗.

NO SHOT CLOCK
▣, ▣, ▣, ▣, ◬, ◬, ◬, ◬, ⊗, ⊗, ⊗.

TINY HEADS
▣, ▣, ▣, ▣, ◬, ◬, ◎, ◎, ◎, ◎, ⊗, ⊗.

TINY PLAYERS
▣, ▣, ▣, ▣, ◎, ◎, ◎, ◎.

NEED FOR SPEED: ROAD CHALLENGE

MORE MONEY
Buy your first car, head for a high stakes two player mode and save when you're asked. It'll quiz you for the location of your 2nd memory card (this being a two player mode and all), so take out the card in slot one and feed it into slot 2. The game foolishly thinks it's a new car and you can go on to beat yourself, then sell your car once the race is over.

SUPER COP CAR
Choose a police motor in pursuit mode and use L1 and ↑ to turn off your sirens. The foolish speedster thinks you're off the case and slows right down, allowing you to tailgate him, flick on the sirens (L1 + ↑) and nick him. Collect ten tickets in the time limit and you're given a super cop car.

PHANTOM CAR
Enter your name as FLASH

HOT ROD
Enter your name as TITAN

POLICE HELICOPTER
Enter your name as WHIRLY

NFL BLITZ

HIDDEN PLAYERS
Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. The phrase "Lights out, baby" will be spoken to confirm correct code entry.

NAME	PIN
ALLEN	7911
AUBREY	6666
AZPOD	4777
BERT	8735
BRIAN	2221
BYRON	1969
DAVID	3456
FRANC	1221
FRANZ	8421
GATSON	1111
JOVE	6644
SHINOK	8337
SKULL	1111
BRAIN	1111
RAIDEN	3691
JENIFR	3333
JUAN	6521

CHEAT MODE
Press Turbo, Jump, and Pass to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 ←, press Turbo, Jump twice, Pass three times, ←.

Super field goals	1-2-3 ←
Allow stepping OB	2-1-1 ←
Power-up blockers	3-1-2 ←
Fast passes	2-5-0 ←
Super passing1	4-2-3 →
Turn off stadium	5-0-0 ←
Late hits	0-1-0 ↑
Huge head	0-4-0 ↑
No first downs	2-1-0 ↑
No interceptions	3-4-4 ↑
No punting	1-5-1 ↑
Infinite turbo	5-1-4 ↑
Super blitzing	0-4-5 ↑
Power-up teammates	2-3-3 ↑
Power-up defence	4-2-1 ↑
Fog on	0-3-0 ↓
Thick fog on	0-4-1 ↓
Show field goal %	0-0-1 ↓
No random fumbles	4-2-3 ↓
Hide receiver name	1-0-2 →
Big football	0-5-0 →
Team tiny players	3-1-0 →
Team big players	1-4-1 →
Team big heads	2-0-3 →
Big head	2-0-0 →
No play selection1	1-1-5 ←
Show more field1	0-2-1 →
No CPU assistance1	0-1-2 ↓
Power-up speed1	4-0-4 ←
Tournament mode 2	1-1-1 ↓
Smart CPU opponent 3	3-1-4 ↓
No head	3-2-1 ←
Weather – clear	2-1-2 ←
Weather – snow	5-2-5 ↓
Weather – rain	5-5-5 →
Power-up offense	3-1-2 ↑
Invisible receiver highlight	3-3-3 ←
Headless team	1-2-3 →
Night game	2-2-2 →
Fast turbo running	0-3-2 ←
Invisible	4-3-3 ↑
Hyper blitz 1	5-5-5 ↑

1 – Two player agreement required.
2 – Only in two-player game.
3 – Only in one-player game.

P IS FOR...

PARAPPA THE RAPPER

BONUS LEVEL
Compete each level with a "Cool" rating. A bonus level with Sunny Funny and Katy Kat dancing on a table will be accessible.

CHANGE PARAPPA'S VOICE
Complete the first two levels with a "Cool" rating. Press ⊗, ⊗, ⊗, ◬, ◎, ◬, ▣, ▣, →, ←, ▣, ⊗ and finish the next level as usual. On level 4, press ⊗, ▣, ◬, ◎, ⊗ for PaRappa's voice to be changed. Hold R1 and press ◎ or ◬ to cycle through the voices of the other characters in the game.

PLAY AS SUNNY OR THE NINJA
Complete the level 1 with at least 3000 points and a "Cool" rating. Complete level 2 with a "Good" rating, but with the "Cool" status flashing. This occurs if the score is 1025 points. Complete levels 3 and 4 with over 2000 points on each, and a "Good" rating. Complete level 5 with at least 4000 points and a "Cool" rating. Finally, complete level 6 with at least 2000 points and a "Cool" rating. The choice of playing as Sunny or the Ninja will appear when starting the next game.

BONUS BACKGROUND IMAGE
Hold down ↑ and keep rapping on any level.

R IS FOR...

RESIDENT EVIL: DIRECTOR'S CUT

DOUBLE ITEMS
Highlight the "Arrange" option on the game mode screen and hold → until the pointer turns green. Begin the game and double the normal amount of items, including ink ribbons and ammunition, will be available. Note: This does not effect other items, such as sprays or herbs.

CHANGE CLOTHES
Finish the game rescuing both other characters, and you'll get the Special Key. Now go into the room with the big mirror, which is next to the double blue doors on the ground floor of the mansion. Explore in here, and you'll use the Special key and enter a wardrobe, where you can change your clothes.

RESET GAME
Pause the game during play and press START + SELECT. The game will reset and return to the Main Menu.

CONTROLLER CONFIGURATION
Press SELECT + START during the game.

UNLIMITED ROCKET LAUNCHER
Complete the game in under three hours.

COLT PYTHON WITH INFINITE AMMO
Select "Arrange" Mode and complete the game rescuing both other characters on the way. The unlimited magnum will be available when the game is replayed. This weapon makes it easier to complete the game in under three hours for the unlimited rocket launcher, at which point both weapons will be available for another game.

AUTO AIM
Instead of having to turn around manually to shoot the zombies, hold R1 and your character will automatically aim at the nearest zombie/danger. Tap L1 while continuing to hold R1 to have your character re-adjust his or her aim. This

is a much faster way to fight quick enemies, and saves ammunition.

RESIDENT EVIL 2

ALTERNATE UNIFORMS
Set the game difficulty to normal and make your way to the Police Station without picking anything up. There will be a new zombie in the underpass. It's Brad Vickers, the helicopter pilot from Resident Evil! Kill him, then search his body for the special key. Use this on the locker in the Dark Room for the alternate costumes.

INFINITE ROCKET LAUNCHER
Finish the first scenario in under three hours with a grade A or B.

INFINITE SUB MACHINE GUN
Finish the first scenario in under 2 1/2 hours, with a grade A or B.

INFINITE GATLING GUN
Finish the second scenario in under 3 hours with a grade A.

ALL THREE
Finish the second scenario in under 1 1/2 hours with a grade A.

AUTO-AIM
Select "Options" from the Main Menu or press SELECT during the game. Then, enter the "Key Config" screen, select "Type C" and then select. "Exit". The quick auto-aim feature should now be enabled. Hold R1 to get Leon or Claire to pivot and aim at any zombie they see, and press L1 while holding R1 is held to change targets. **Note:** You still have to hold ↓ to aim at crawling zombies and ↑ to aim at higher targets.

HUNK SCENARIO
Complete the first and second scenario both with a grade A. You can now play The Fourth Survivor scenario.

TOFU SCENARIO
Finish the first and second scenario three times each, all with grade A's, getting all the other secrets along the way. Tofu's mission is the same as Hunks, in that he must get from the sewers up to the crashed helicopter.

REBECCA CHAMBER PICTURE
Search the desk on the left side of the S.T.A.R.S. office. The phrase "It's trashed, someone must have searched it" will be displayed. Repeatedly search the desk approximately fifty times until a roll of film is found. Take the film and develop it in the photo lab to see a picture of Rebecca in a basketball uniform. Totally useless really.

RIDGE RACER

EXTRA CARS
Destroy all the ships during the Galaga game that appears during the loading time to have eight additional cars available. "Perfect" will appear on the Galaga screen to confirm that all ships were destroyed.

EXTRA TRACKS
Finish all four tracks in first place for access to four additional tracks. The new tracks are reverse versions of the original tracks.

FLAG TRICK
Hold L1 + R1 or L2 + R2 and use the D-pad and other controller buttons to rotate and resize the flag. Press START for a transparent flag.

SPINNING CARS AND TRACKS
Hold L1 or R1 during the car and level selects screens to rotate them.

RACE ON MIRROR IMAGE OF TRACK
From the selecting line, turn the car around after reaching 60 mph. This should be before the first curve on an extra track, or before merging into the main track on a normal track. Drive through the brick wall that appears at the starting line and race the track backward.

DRIVE THE GALAXIAN 13 CAR (BLACK LAMBO)
Finish first in the first four tracks. Play the Time Trial track again and beat the Galaxian 13 by finishing first. If the Galaxian 13 passes your car in the first lap, it will lie on the side of the road and wait for you to pass. However, it will not do this on the subsequent laps. The race must be finished without hitting anything.

D'OH-LICIOUS

SIMPSONS WRESTLING

UNLOCK SOME SERIOUS TAG TEAMS WITH OUR HELP!

BONUS MATCH
To save yourself the time and bother of actually having to play your way through the Challenger, Defender and Champion circuits, here's how to unlock the Bonus Match up. At the START screen, press ○, ↑, ↑, ↓, ↓, ←, →, ← and →. This allows you to play as Itchy and Scratchy, Kodos and Kang, and Burns and Smithers.

RIDGE RACER REVOLUTION

HOMING LASER IN GALAGA '88
Hold L1 + R1 + SELECT + △ + ↓ as the PlayStation is powered on. By keeping these buttons pressed, a perfect score can be obtained in Galaga '88.

SMALL CARS
Use the "homing laser" cheat to clear the Galaga '88 game with a perfect forty shot game. Small versions of the cars may be raced, with a child as commentator.

EXTRA CARS
Shoot all the ships during the Galaga '88 loading game (a perfect score is not required), to chose from eight additional cars.

SECRET CARS
Finish first in each track (novice, advanced, and expert), then return to race each track in Time Trial mode. After beating each track, the special car (Devil 13, Kid Car 13 or White Angel 0) for that track will be available.

EXTRA TRACKS
Finish all the tracks in first place to race a reverse version of the tracks. Finishing the reversed tracks in first place also unlocks the hidden "Scene" menu.

REVERSED TRACKS
Start the race, then immediately turn around and drive towards the wall at the starting line at full speed. A reversed version of the track will appear after your car passes through the wall.

TOGGLE REAR-VIEW MIRROR
While racing with internal view, press START to pause the game. Hold △ + L1 or R1 to make the mirror disappear and reappear.

ZOOM IN OR OUT
While racing with an external view, press START to pause the game. Hold △ + L1 or R1 to zoom in or out. Press L1 + R1 to reset to the default.

SPINNING ZONE
Highlight the "Select" option on the title screen. Hold □ + ⊗ and press START to choose the game options. Highlight the "Select" option on the menu while continuing to hold □ + ⊗. Press SELECT, and hold all three buttons to start the race. Keep all buttons held until the race is about to begin. The phrase "Spinning-Zone" will appear to confirm correct code entry. Complete some stylish 360 degree or greater spins on some of the harder corners. Each spin will be rated from 0 to 100, and your final score will be shown in the replay.

ENDINGS
The game has 12 endings depending on which combination the tracks were raced. Racing in Advanced, Expert, Novice order has a different ending than racing in Novice, Expert, Advanced order.

CONTROL THE SPOTLIGHT
Hold R1 + R2 and use the D-pad to move the spotlight at the title screen. Press ⊗ to resize the spotlight.

ALTERNATE TRACK AND CAR APPEARANCE
Press ↑, ↓, L1 or R1 in the car select menu and the course select menu to change the appearance of the cars and tracks. Press L2 or R2 in the car select menu to change the direction the tires are facing.

RIDGE RACER

TYPE 4

UNLOCK SECRET PAC CAR
To access the hidden Pac Man car unlock all 320 cars. The Pac Car will appear in your garage, and will also give you an extra tune, called 'Eat 'em up'!

ROGUE TRIP
Enter the following codes as passwords:
Alien saucer
R1, □, ⊗, □, L2, ○.
Play as Goliath
△, L1, R1, ⊗, L2, L2.
Play as Nightshade
R1, R2, L1, L1, ⊗, ○.
Play as Helicopter
L1, △, R2, △, △, R1.
Play as Big Daddy
△, □, R2, ⊗, △, R2.
Double pick-ups
L1, L2, ○, L1, R1, □.
Increased armour
R1, △, R1, △, L1, □.
Unlimited turbos
□, ⊗, ○, △, R1, R2.
Unlimited jumps
○, □, R2, ⊗, △, R2.
Funtopia level
⊗, ○, L2, ⊗, □, L1.
Gulch level
⊗, □, ○, L1, L2, □.
Duke Nukem: Time To Kill FMV Sequence
……………………□, □, ○, ○, △, △.

GOD MODE
Press L1 + R1 + R2 + SELECT when starting a level. Then hold, L1 + R1 + R2 and press ↑, ↓, ↑.

UNLIMITED LIFE
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 and press ↑, ↓, ←, →.

HORNET NEST STINGERS
Press L1 + R1 + R2 + SELECT when starting a level. Then, select Stingers, and hold L1 + L2 + R1 + △ + ←. A message will confirm correct code entry.

UNLIMITED WEAPONS
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 and press ↑, ↓, ↑, R2.

POWERED-UP WEAPONS
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 + R2 + ⊗ and press ↓.

ROLLCAGE

ALL EASY DIFFICULTY TRACKS
Enter EEFNIEBA as a password, select the "Easy" difficulty setting, and begin the game.

ALL HARD DIFFICULTY TRACKS
Enter EEFPHMBC as a password, select the "Hard" difficulty, and begin the game.

ALL EXPERT DIFFICULTY TRACKS
Enter HEMPCMDD as a password, select the "Expert" difficulty setting, and begin game.

ALL EXPERT DIFFICULTY TRACKS, BONUS CAR, MEGA TIME TRIAL, MIRROR MODE, ALL DEATH-MATCH MODES
Enter HHMPNEED as a password.

AIR HORN
Enter AIRHORNS as a password, then press SELECT during the game.

DEVELOPMENT TEAM HIGH SCORES
Enter BESTLAPS as a password to display the best times from the development team.

CHEAT MODE
Enter MAXCHEAT as a password. Ignore the invalid password message, All leagues, mirror mode, mega-time trials, and options will be available.

S IS FOR...

SILENT HILL

To solve the Starsign puzzle you must click the digit according to the amount of limbs in the pictures. The correct sequence is; (from left to right) Sagittarius (6), Taurus (4) and Gemini (8).

SIM CITY 2000

$1,000,000 (IN 2D GAME)
Select City Info, Budget from the menu. At the Budget screen, hold R1 and press ⊗, ○, △, □. Release R1 and hold L1. Press ⊗, ○, △, □. Release L1 and hold R2. Press ⊗, ○, △, □. Release R2 and press L2. Press ⊗, □, △, ○. Release L2. The sound of a cheer will confirm correct code entry. Note: This code may only be enabled once per game.

0% INTEREST BONDS (IN 2D GAME)
Select City Info, Budget from the menu. At the Budget screen, hold △ and press L1, L2, L1, L2, R2, R1, R2, R1. Note: This may result in fines of up to $100,000. Most tools available free (in 2D game). Select and cancel the tree tool with the normal arrow cursor. Go to the status bar. Press ↑, ↓, →, ←, ↑, ⊗ while keeping the cursor within the status bar area.

MAXIMUM FIRE, POLICE, AND MILITARY (IN 2D GAME)
Select and cancel the dispatch tool with the normal arrow cursor. Go to the status bar. Press ←, →, ←, →, ○, ⊗ while keeping the cursor within the status bar area. Use of any of the dispatch tools (fire, police, military) to get the maximum number allowable, regardless of the number of stations you have.

HELICOPTER COCKPIT (IN 3D GAME)
Press R2, L2, R2, L2, R2, L2. Turn off the cockpit by pressing R1, L1, R1, L1, R1, L1.
Night (in 3D game). Press ↓, ↑, ↓, ↑, ↓, L2, R2 to cycle day and night. To return to normal, press ↓, ↓, ↑, ↑, ↓, ↓, L2, R2.

FADE TO BLACK (IN 3D GAME)
Press ↓ six times, L2, R2. To pause the fade, press ← six times, L2, R2. To return to normal, press → six times, L2, R2.

TRANSLUCENT CITY MAP (IN 3D GAME)
Press R1, R2, R1, R2, R1, R2, R1, R2. A translucent city map HUD with a position indicator will appear. To return to normal, press L1, L2, L1, L2, L1, L2, L1, L2.

GOLD NUGGET TRAIL (IN 3D GAME)
Activate the helicopter cockpit code multiple times by pressing [R2, L2, R2, L2, R2, L2, R1, L1, R1, L1, R1, L1] seven times, followed by R2, L2, R2, L2, R2, L2, L2, R1, L2, R1, L2, R1, L2, R1. A trail of golden nuggets will appear on the road. Collect these nuggets as you move around the city to increase your city fund.

SLOT MACHINE MODE
Select a new game and start the "Recreation" icon". Then, move over the "Marina" icon and start that feature. Build the marina near a water section. Select the "Budget" icon and enable the "Legalized Gambling" option under the "City Ordinances" menu. Use the "Query" tool to highlight the sailboat, then press L1. A slot machine will appear. Press circle to stop the slots at a cost of $100 per attempt to win various buildings or disasters.

FLIGHT MODE (IN 3D GAME)
Press →, ←, →, ←, →, L2, R2, START, START. You can fly around the city.

SOVIET STRIKE

Enter the following codes as passwords:
Unlimited armour
IAMWOMAN
Unlimited ammunition
TRANGELUV
Unlimited fuel
EARTHFIRST
Unlimited attempts
ELVISLIVES
Double damage
DAVEDITHER
Unlimited ammunition, fuel, and invincibility
MIDNIGHOIL
Unlimited ammunition, fuel, and attempts
FUGAZI
Unlimited ammunition, fuel, attempts, and armour
THEBIGBOYS
Helicopter viewed as friendly

SPIDER-MAN

Big Head Spidey	DULUX
Invincible Spidey	RUSTCRST
Level Select	XCLSIOR
Unlimited Webbing	STRUDL
Unlock All Comic Books	ALLSIXCC
Unlock Every Movie	EEL NATS
Unlock Joel Jewitt	RULUR

Now exit the Cheat Menu and enter the Gallery and select Characters. He'll be the choice at the bottom.
To enter these codes, select Specials at the main menu. Now enter the Cheats menu and input the following:

Full Health	DC STUR
Unlock Everything	EEL NATS
All Gallery Characters	CVIEW EM
Storyboard	CGOSSETT
What if Contest	GBHSRSPM

COSTUMES

Symbiote Spidey	BLKSPIDR
Spidey 2099	TWNTYNDN
Captain Universe	S COSMIC
Spidey Unlimited	PARALLEL
Scarlet Spider	LETTER S
Amazing Bagman	AMZBGMAN
Peter Parker	MJS STUD
Ben Reilly	BNREILLY
Quick Change Spidey	ALMSTPKR

SPYRO THE DRAGON

99 LIVES
During gameplay, put this code in to get 99 lives: □, □, □, □, □, □, ○, ↑, ○, ←, ○, →, ○.

LEVEL SELECT
During the game pause and go to the inventory screen. Now press □, □,

◎, ←, →, ←, →, ◎, ↑, →, ↓.
When you go to a balloonist, you will now have access to all levels.

CHEAT DEATH
This trick works for any world and in any level except the home levels. If you fall off a cliff, ledge, etc., You can just hit pause and exit the level. This way you end up at the portal to that particular level in the home level and have saved your life.

CRASH BANDICOOT: WARPED DEMO
Simply pop the Spyro disc into your PlayStation, boot it up, and when you see the screen that says "Press Start," press the L1 and △ buttons simultaneously. Voila!

THIRD DRAGON IN HAUNTED TOWERS
To get to the final Dragon located in a secret part of the castle, super charge down the only super charge ramp in the level and keep super charging through the last door to your right. When you get through that door, super charge to the left. When you are charging you will go off to the left to the entrance of the castle. Go up the first ramp. Super charge jump off the ramp to the secret entrance. You must be super charging throughout this part. After a while you will come to a staircase full of armoured ghosts so be quick to fry the wizard at the top of the stairs. Get a kiss from the fairy (this fairy kiss lasts forever) and kill all the ghosts. You'll find the final Dragon is in here so go and get him!

SPYRO 2

BIG HEAD MODE
Pause the game and press ↑, ↑, ↑, ↑, R1, R1, R1, R1, ◎.

FLAT MODE
Pause the game and press ←, →, ←, →, L2, R2, L2, R2, ⊡.

GET EVERY ABILITY
Pause the game and press ◎, ◎, ◎, ⊡.

BLACK SPYRO
Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ↓.

BLUE SPYRO
Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↓, ⊗.

GREEN SPYRO
Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, △.

PINK SPYRO
Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ↑, ←, ↓, →, ↑, ⊡.

RED SPYRO
Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ⊡.

STAR WARS: DEMOLITION

Enter the following as passwords for the desired result.

SLOW MOTION
SLOW_MO_ON

GRAVITY REDUCED
LO_GRAV_ON

TWO PLAYERS CHOOSE THE SAME VEHICLE
MULTI_CARS

NO ENEMIES IN BATTLE MODE
NO_BADDIES

INVINCIBILITY
RAISE_THEM

VICTORY FMVS
MOVIE_SHOW

RAPID FIRE
FIRERATEUP

THREE ENEMIES ATTACK AT ONCE
ITS_A_TRAP

INCREASE MASS
BFM_FEELIT

INCREASE SPEED
THROTTLEUP

RANDOM ENEMIES
NO_PEEKING

LOSER FMVS
SAD_MOVIES

STAR WARS JEDI

POWER BATTLES

SECRET COMBO MOVES

MACE WINDU
⊡, ⊡, ⊡
⊡, ⊡, ⊡, ⊗
⊡, ⊡, △
⊡, ⊡, △, △
⊡, ⊡, Force, ⊗, ⊡
⊗, ⊡, ⊡
⊗, ⊡, ⊡, △

OBI WAN
⊗, ⊗, ⊡
⊗, ⊗, ⊡, ⊡
⊗, ⊗, △, ⊡
⊗, ⊗, △, ⊡, ⊡, △ ⊡, ⊡, △
⊡, ⊡, △, ⊡
⊡, ⊡, ⊡, △ Force
△, Force

QUI GON
⊡, ⊡, △, △
⊡, ⊡, ⊗, △
⊗, ⊗, △
⊗, △, ⊗ Force
△, ⊡, △

PLO KLOON
⊡, ⊡, △
⊡, ⊡, ⊗
⊡, ⊡, ⊗, △
⊡, ⊡, ⊗, Force
⊡, ⊡, Force
△, △
⊗, △, △ ⊗, ⊗, ⊡
⊗, ⊗, ⊡, Force

ADI GALA
△, △, △
△, △, ⊗, △
△, △, ⊗
⊗, ⊗, △
⊗, ⊗, ⊡, ⊡, ⊗
⊗, ⊗, ⊡, ⊡
⊡, ⊡, ⊗, ⊗
⊡, ⊡, △, ⊗

MARVEL-OUS

SPIDER-MAN 2: ENTER ELECTRO

GET SPIDEY'S SENSES TINGLING WITH THESE BOSS-BEATING CHEATS!

All cheats	AUNTMAY
Debug mode	DRILHERE
Level select	NONJYMNT
Unlimited lives	SUPERGOD
All costumes	WASHMCHN
All galleries	DRKROOM
All training	CEREBRA
Big heads	ALIEN
Big feet	STACEY
What if? mode	VVISIONS
High scores	VVHISCRS

STAR WARS: MASTERS OF TERAS KASI

ALTERNATE COSTUMES
Press L1 at the character selection screen to get a choice of costumes.

LEVEL SELECT
Select Chewbacca as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue" to "No". Complete the game in practice or arcade mode. Level select may now be accessed in versus mode.

FULL SCREEN
Hold SELECT + L1+ R2 after choosing a character and keep them held until the match begins.

FIGHT AS A STORMTROOPER
Select Han Solo as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue" to "No". Complete the game in arcade mode.

FIGHT AS DARTH VADER
Select Luke Skywalker as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue" to "No". Complete the game in arcade mode. Note: The hidden Mara Jade character will appear instead of a mirror match when playing as Darth Vader.

FIGHT AS MARA JADE
Set the difficulty level to "Jedi", "Player Change" to "No", and "Continue" to "No". Select team mode hold L1 + L2 + R1 before the first match starts. Defeat the side designated as the Empire to select Mara Jade as a playable character.

FIGHT AS JODO KAST
Set "Player Change" to "No", and "Continue" to "No". Now select the survival mode and go on to defeat at least seven characters.

FIGHT AS SLAVE LEIA
Select Princess Leia as a character, set the difficulty level to "Jedi", "Player Change" to "No", and "Continue" to "No". Complete the game in Arcade Mode.

SMALL FIGHTERS
Select Versus or Practice Mode. Hold SELECT + ↑ + ⊗ + R2 after choosing a character and keep the buttons held until the match begins.

SUPER DEFORMED MODE
Select Versus or Practice Mode. Hold SELECT + ↑ + ⊗ after choosing a character and keep the buttons held until the match begins.

BIG HEAD MODE
Select Versus or Practice Mode. Hold SELECT after choosing a character and keep the button held until the match begins.

BIG HEAD, FEET, HANDS, LEGS
Select Versus or Practice Mode and then Hold ↓ + ⊗ + SELECT after choosing a character and keep the button held until the match begins.

SYPHON FILTER

ALL WEAPONS AND INFINITE AMMO
Highlight the Weapons Menu then press and hold SELECT, L1, L2, R2, ◎, ⊗.

LEVEL SELECT
Go to the Options menu. Highlight the Select Mission option, the press and hold L1, L2, R1, R2, ⊡, ◎, ⊗.

SUPER AMMO
Pause the game, then select Objectives. Now press and hold →, L1, R1, R2, ◎, ⊗. You should then hear the word 'Understood' to confirm correct code entry.

VIEW ALL MOVIES
Go to the movie theatre in level one. Now pause the game, highlight the Sound option, then press and hold Select ⊡, L2, R2, ⊗. You should hear 'Got it'.

HARD MODE
On the title screen, press and hold ◎, ⊡, L1, L2, R2, ⊗. You should hear 'Damn it'. Now w you'll be able to choose Hard level.

SYPHON FILTER 3

UNLOCK HARD DIFFICULTY SETTING
Highlight the New Game option at the main menu and press ↑ + SELECT + L1 + R2 + ⊡ + ◎ + ⊗. A sound will confirm that the code has been entered correctly. Next, highlight the One Player option and press ↑ + SELECT + L1 + R2 + ⊡ + ◎ + ⊗. Another sound will confirm correct code entry and the new difficulty setting will be unlocked.

ONE SHOT KILLS
Successfully complete the game to unlock Super Agent mode. To utilise this new mode, start a new game and then pause at any time to go to the Options screen to enable it. You will now have one shot kills!

END LEVEL
Successfully complete the game to unlock the End Level cheat. This allows you to instantly end the level in missions and in mini-games.

T IS FOR...

TARZAN

For extra lives try this little trick. When low on lives, replay the earlier levels over and over.

Save the game after completing each level that is replayed. After accumulating enough lives, return to the last level that was unlocked and continue the game. Or, press these mid-game game: L1, R1, L2, R2, L1, R1, L2, R2. For a level skip keep playing and press R1, R2, L1, L2, R2, L1, L2, L2.

TEKKEN

TWO SHIP GALAGA
Hold △ + ⊗ + ↑ + L1 on controller two for a second ship during the load game. Press SELECT to restart a stage. Restarting the last stage will return the game to stage one.

EXTENDED GALAGA
Hit at least 40 alien ships during the first wave of Galaga. Then, press SELECT when the phrase "Number Of Hits" appears. The next wave of Galaga will be played instead of continuing to Tekken.

FIGHT AS DEVIL KAYZUA
Beat all eight stages of Galaga to pick the Devil Kazuya in one player mode. No cheats may be used. After Tekken begins, highlight Kazuya in Arcade Mode and select him with start. It's just a purpley-blue Kazuya, but still looks good!

TEKKEN 2

FIGHT AS SUB-BOSSES
Complete the game with each character.

FIGHT AS ROGER OR ALEX
Reach the third stage in one player mode and defeat your opponent with very little energy remaining. The announcer will say "Great!". The next stage will be on the beach with either Roger or Alex. Complete the game for them to become selectable characters. The easiest way to do this is to set the difficulty to easy, and the fight count to one.

BIG HEADS AND HANDS
Unlock all the characters, then hold SELECT while choosing your player. Hold the button until the fight begins. Hold SELECT when the round changes to increase size again.

KAZUYA IN A PURPLE SUIT
Completely finish the game by capturing all the characters, then select Kazuya with START.

WIRE-FRAME VIEW
Once you have unlocked all the hidden characters, hold L1 and L2 at the main menu screen. Now go into any mode, still holding these buttons. When you start you'll be looking through your own wireframe character.

WIRE-FRAME VIEW II
Hold R1 and R2 on the second controller at the menu screen, and enter practice mode. Keep them held down and when you start you'll be looking through the wireframe version of your opponent at yourself.

SKY MODE
Unlock all the hidden characters then hold SELECT + ↑ when choosing your character. Hold these buttons until the round begins. The sound of a punch will confirm the correct code entry. Use an uppercut or sweep move to send your opponent skywards, making for some easy juggles so get in there.

TEKKEN 3

FIGHT AS PANDA
Highlight Kuma at the character selection screen and press ⊗ or ◎.

FIGHT AS TIGER
Successfully complete the game with eighteen characters. Then, highlight Eddy at the character selection screen and press START.

FIGHT AS DOCTOR BOSKONOVITCH
Complete Tekken Force Mode four times (collect the bronze, silver, gold keys, then complete that mode one final time). Defeat Doctor Boskonovitch when he appears to have him available on the character selection screen under arcade mode.

FIGHT AS GON
Complete arcade mode using Doctor Boskonovitch. Then, select arcade mode and press the D-pad off either side of the character selection screen. Alternatively, defeat Gon under "Ball mode" or play survival or force mode until prompted for initials, then enter GON

BEACH BALL MINI-GAME
View all endings of the ten base characters to enable the "Ball Mode" option.

THEATRE MODE
Unlock each character, including Panda, Tiger, Doctor Boskonovitch, and Gon, and view their endings. The "Disc" and "Sound" options under "Theatre Mode" will now be available.

RECORD OR REPLAY COMBO
Enter practice mode and choose the "Freestyle" selection. Press L1 + L2 + R1 + R2 + ◎ at the freestyle options screen. Then press ↓ + SELECT to record or replay a combo.

ALTERNATE COSTUMES
Play as the desired character the indicated number of times. Then, highlight that fighter on the character selection screen and press START.

Xiaoyu	50 times
Jin	50 times
Anna	25 times
Gunjack	10 times

THE WORLD IS NOT ENOUGH

AIR RAID SCENARIO
Complete the Masquerade on the Agent difficulty level with a time less than 3:15 for this multi-player scenario.

CAPTURE THE BRIEFCASE SCENARIO
Complete the Turncoat level on the Secret Agent difficulty setting with a time less than 3:20 to unlock this multi-player scenario.

CASTLE SCENARIO
Complete the Subway level on the Agent difficulty setting with a time less than 2:15 to be able to unlock the Castle scenario.

FOREST SCENARIO
Complete the Night Watch level on the 00 Agent difficulty setting with a time less than 2:20 to unlock the Forest multi-player scenario.

GOLDEN GUN SCENARIO
Complete the game on the 00 Agent difficulty setting to unlock the Golden Gun scenario. In this game, you must collect the three parts of the Golden Gun and kill all of your opponents with it to win.

SKY RAIL SCENARIO
Complete the Cold Reception level on the Secret Agent difficulty setting with a time less than 3:15 to be able to unlock the Sky Rail multiplayer scenario.

TEAM KING OF THE HILL SCENARIO
Complete the King's Ransom level on the Agent difficulty setting with a time less than 2:20 to unlock the Team King of the Hill multiplayer scenario.

THEME PARK WORLD

ALL RIDES, SHOPS AND ATTRACTIONS
Enter BOVINE as a nickname.

MONEY
Enter BOVINE as a nickname. Press ◎ + ⊡ + ⊗ during the game. Repeat as necessary.

SUPER PARK
Enter BUD as a nickname. Then, press ⊡ at the park selection screen. After the game begins, maximum prices may be charged for the concessions, games, and park entrance.

TIME CRISIS

EASY MODE
On the screen where you can choose Arcade or Time Trial mode, shoot off screen to access the easy mode. You will start with five lives.

100% accuracy
800C8890 03E7
800C888C 03E7
Slow motion
8006EA90 B562
8006FBBC B563
Infinite ammo
80076760 0006
Infinite time
800766F4 135C
Infinite lives
80076768 0005

TOCA 2

SLICE 'N' NICE

TENCHU: STEALTH ASSASSIN

SNEAKY CHEATS FOR ULTIMATE NINJA ASSASSINS...

DEBUG MODE
Press START to pause the game. Hold L1 + R2 and press ↑, △, ↓, ✕, ←, □, →, ○. Release L1 + R2 and slowly press L1, R1, L2, R2. Wait a moment, then press START followed by L2 + R2. A debug menu that allows invincibility, bonus weapons, enemy summoning, enemy AI toggles, FMV sequence skip, and other effects will appear.

RESTORE HEALTH
Press START to pause the game, then press □, □, △, △, →, →, ↑, ←.

CARRY UP TO 99 ITEMS
Hold R2 and press □, □, △, △, →, →, ↑, ↓ at the item selection screen.

INCREASED ITEM INVENTORY
Hold L2 and press □, □, △, △, →, →, ↑, → at the item selection screen.

ALL WEAPONS
Hold L1 + R1 and press ✕, △, □, △, □, ○ at the item selection screen. Then after this release L1 and press L1 again.

MORE TYPES OF ITEMS
Press □, □, △, △, →, →, ↑, ← at the item selection screen.

LEVEL SELECT
Select a character, hold R1 and □, □, △, △, →, →, ↑, → at the next screen.

ENABLE JAPANESE VOICES
Select a character, hold L1 and press □, □, △, △, →, →, ↑, ↓ at screen after you pick a character.

CHEAT MODE
Enter these codes as your player name in a one-player game to activate the cheat.

All cars	MECHANIC
All tracks	BIGLEY
Bonus track	TECHLOCK
Micro Machines mode	MINICAR
Faster damage	DUBBED
Padded barriers	ADDED
Bouncing collisions	BCASTLE
Forty lap race	LONGLONG
Disable championship disqualification	PUNCHY
Battle mode	BANGBANG
Turbo mode	FASTBOY
Higher elevated tracks	ELASTIC
Oulton Park Island circuit	DINKYBIT
Drive Ford Mondeo	CMFORD
Low gravity	LUNAR
Blurred background	TRIPPY
Special effects	CODENAME
Invisible car except for tires	JUSTFEET

TOCA WORLD TOURING CARS

Type the code into the Bonus Cheats Menu:

Extra power	Muscle
Motion Blurring	One2many
Double height	Stretch
Chrome Cars	Shiny
Mirrormode	Backwards
Extra Power	Muscle
Tough Bonus Cars	Dotty
Indestructible Car	Brick
Bouncy Car	Driver
Low Gravity	Moon
Turbo button	Nitro (L1)
Exploding curbs	Kaboom

TOMB RAIDER

ALL WEAPONS AND AMMUNITION RELOAD
During the gam enter the inventory screen.
Then press the following: L1, △, L2, R2, R2, L2, ○, L1.
LEVEL SKIP
During the game, press SELECT to enter the inventory screen. Press L2, R2, △, L1, L1, ○, R2, L2. Now press SELECT to skip the level.

TOMB RAIDER II

LEVEL SKIP
During the game sidestep ←, →, ←, forward, back. Release R1, rotate three times on the spot, and perform a forward jump with mid air roll.
ALL WEAPONS
During the game sidestep ←, →, ←, back, forward. Release R1, rotate three times on the spot, and perform a backward jump with mid-air roll.
EXPLODING LARA
During the game sidestep one step ←, →, ←, forward, back, rotate three times on the spot, and perform a backward jump with a mid air roll.

TOMB RAIDER CHRONICLES

UNLIMITED AMMO AND MEDIKITS
During the game enter the inventory screen and highlight the clock. Press and hold L1 L2 R1 R2 ↑. Then return to the game.
UNLOCK ALL KEYS AND ITEMS
During gameplay enter the inventory screen and highlight the clock. Press and hold L1 L2 R1 R2 ↓. The code will have to re-entered with each new level.

TOMMI MÄKKINEN RALLY

Enter the following codes as your name, then select the Cheats option from the Main Menu:
Drive a bus
STRANGE
Drive a Peugeot
PEUGEOT
Mirror courses
MIRROR
More money (_ indicates a space)
MONEY
Dual Shock controller always vibrates
THRILLS
Rally Jeunes mode
FFSA

TONY HAWK'S 2

UNLOCK NEVERSOFT SKATERS
On the Main Menu press and hold L1, now enter: ↑ □ □ △ → ↑ ○ △.
The menu wheel will spin a little bit to the Create a Skater option, then put in one of the names below. They are all the programmers at Neversoft who made Tony Hawk's 2. They might not be great skaters, but it is a lot of fun.
Joel Jewett .... Connor Jewett
Mick West .... Aaron Cammarata
Ralph D'Amato .... Noel Hines
Gary Jesdanun .... Ryan McMahon
Nolan Nelson .... Johnny Ow
Scott Pease .... Chris Rausch
Darren Thorne .... Jason Uyeda
TURBO MODE
To increase the speed of the game by 25%, pause the game and press L1 and enter:
↓, □, △, →, ↑, ○, ↓, □, △, →, ↑, ○.
UNLOCK EVERYTHING
To unlock everything except Private Carrera enter this code. Start your run as normal and then pause the game. Hold L1 and enter: ✕, ✕, ✕, □, △, ↑, ↓, ←, ↑, □, △, ✕, △, ○, ✕, △, ○. Now end run to be free to enjoy the Chopper Drop, Officer Dick and even Skate Heaven.
For the following cheats pause the game and hold L1. Now enter each of the codes. If the cheats are put in correctly the screen will shake.
UNLIMITED SPECIALS
✕ △ ○ ○ ↑ ← △ □
TURBO MODE
↓ □ △ → ↑ ○ ↓ □ △ → ↑ ○
FULL STATS
✕ △ ○ □ △ ↑ ↓
TOGGLE BLOOD ON/OFF
→ ↑ □ △
BIG HEAD MODE
□ ○ ↑ ← ← □ → ↑ ←
FAT SKATER
✕ ✕ ✕ ✕ ← ✕ ✕ ✕ ✕ ← ✕ ✕ ✕ ✕ ←
THIN SKATER
✕ ✕ ✕ ✕ □ ✕ ✕ ✕ ✕ □ ✕ ✕ ✕ ✕ □

TWISTED METAL 2

PLAY AS SWEET TOOTH
Press ↑, L1, △, → at the vehicle selection screen. The sound of an explosion will confirm you have the correct code entry. The stage password will not be accessible with this code.
PLAY AS MINION
Press L1, ↑, ↓, ← at the vehicle selection screen. The stage password will not be accessible with this code.
HOMING NAPALM
Accumulate at least two napalms. Fire a napalm, keep the button held, and press ↑, ↓, ↓, ←, ←, →, →. Extra napalms will appear in your inventory to confirm correct code entry. Any napalms collected will act as homing napalms when fired and track their intended target.
ETERNAL LIFE
Hold L1 + R1 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the gameplay. A sound and text message will confirm correct code entry.
UNLIMITED WEAPONS
Hold R2 + L2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game. A sound and text message will confirm you have entered the code correctly.
MEGA GUNS
Hold R2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game in two player co-operative tournament mode. A sound and text message will confirm you have the correct entry.
POWER HIT
Select Axel as a character. Hold R1 and quickly press ↑, ↓, ←, →(2), ←, ↓, ↑ during the game. Run into one of the other vehicles to do massive damage.
STRONGER SHOCK WAVE
Select Axel as a character. Now hold R2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game. When playing, run into one of the other vehicles and you'll do massive damage.
RANDOM VEHICLE
Press R1 at the vehicle selection screen for a random vehicle.
ROOFTOP EXTRA TRACK
Press ↓, ←, R1, ↓ at the two player challenge match track select screen. A loud noise will confirm correct code entry.
JET MOTO SUICIDE SWAMP EXTRA TRACK
Press ↑, ↓, →, R1 at the two player challenge match track select screen A loud noise will confirm correct code entry.
CYBURBIA TRACK
Press ↓, ↑, L1, R1 at the two player challenge match track select screen. A loud noise will confirm correct code entry.
TRADE WEAPONS FOR HEALTH
Press ↓, ↑, →, ←, ↑, ↑, ↓, ↓ during the game. All weapons will be converted to health.
HIDDEN FMV SEQUENCE
Press ↑, ↓, L1, R1 at the SingleTrac logo screen. The code should be entered when the logo changes into its second form.
WEAPON LIST
Press SELECT + ↓ to select weapons from a list instead of a group of icons. A loud noise will sound to confirm that you have the correct code entry.
REAR VIEW MIRROR
Press SELECT + → during the game.
DISABLE RADAR
Press SELECT + ← during the game.
SELECT VIEW
Hold ↑ and press SELECT during the game in one player mode to switch to a helicopter and an overhead view. In two player mode, this will select how the screen is split.

U IS FOR...

ULTIMATE FIGHTING CHAMPIONSHIP

MAX OUT STATS
In Career mode, enter these stats on the ability points screen to receive the maximum abilities.

Life:	23
Power:	51
Speed:	3
Endurance:	9
Stamina:	27
Octagon Control:	77
Ground Skill:	34

V IS FOR...

V-RALLY 2

UNLOCK EVERYTHING
Go to the option screen then press ✕ when Game Progression is highlighted. Type in the following while on the menu screen:
L1, R1, ←, →, ←, →, ↑, ↓, ↑, ↓, ✕, ✕ + SELECT (at the same time). Now press ✕ over every box on the Game Progress page. A dong sound will confirm that you have entered the correct code.

VICTORY BOXING

SECRET BOXERS
In Open Style, fight until you are champion to access a Jack-In-The-Box boxer. Defend the championship title five times to access Snake.
In Peek-A-Boo, fight until you are champion to access Kiki and Mimi. Defend the championship title five times to access Edward King (the promoter).
In Peek-A-Boo, fight until you are champion to access Roboxer. Defend the championship title five times to access Carrie.

VIGILANTE 8

ENTER THE FOLLOWING CODES AS PASSWORDS
All standard characters – GANGS_ALL_HERE
Alien character – INVITE_VISITOR
Factory and Secret Base levels – SECRET_LOCALESS
All standard characters, alien character, both bonus levels – GIMME DA WORKS
Bonus characters and levels – WMNNWLHTSCUCLH
Big wheels – MONSTER_WHEELS
Homing missile power-up – DEADLY_MISSILE
Low gravity – REDUCE_GRAVITY
No enemies – GO_SIGHTSEEING
Invincibility – I_WILL_NOT_DIE
View FMV sequences – SEE_ALL_MOVIES
Two of same vehicle in two player mode – SAME_CHARACTER
Expert mode – HARDEST_OF_ALL
Slow motion mode – SLOW_MOTION_ON
VR Powerboat Racing
Enter the following as passwords
Champion mode – CUP
Bonus monohull boats – PLA
Minnow-class catamaran boats – MIN
Pike-class catamaran boats – IKE
Barracuda-class catamaran boats – CUD
Slalom level – L.R
Mine level – U.G
ENTER THE FOLLOWING CODES AS YOUR NAME
Fast boats – ZOOOOOM
Mini-boats – COMPACT
Elongated boat – LONGONE
Large engines – LARGE
Automatic turbo collection – HELP.ME
Big head mode – DEFORM

W IS FOR...

WCW BACKSTAGE ASSAULT

UNLOCK MIKE AWESOME
Put your opponent through a table, bench or couch.
UNLOCK 3 COUNT
To unlock the three members of 3 Count hit your opponent over the head with the TV in the Media Center.
UNLOCK VAMPIRO
Set your opponent on fire.

WCW NITRO

UNLOCK SINGLE SET OF WRESTLERS
Press R2, L2, R1, L1, L1, R1, L2, R2, SELECT at the options screen. Then, highlight a wrestler at the Character Selection screen and press L1, R1, L2, R2, L1, R1, L2, R2, SELECT. All three hidden wrestlers related to that wrestler will be unlocked.
UNLOCK ALL WRESTLERS
Press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT at the Character Selection screen. A sound will confirm correct code entry. All 48 bonus wrestlers will now be available to you.
RING SELECT
Press R1, R2, R1, R2, SELECT at the options screen. A sound will confirm that you have entered the code correctly. Press SELECT to display the next ring in the series.
MORE RINGS
Press L1, L2, R1, R2, L1, L2, R1, R2, SELECT at the options screen. The Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.
HIDDEN RANTS
Highlight any wrestler at the character

selection screen. Press ○ to hear his comments.

WILD ARMS

MULTIPLE ITEMS

This trick works when only one of the items to be duplicated is present. Enter a battle and perform the following actions.

1. Have the first character use a healing item, such as a berry or medicine.
2. Have the second character also use the same healing item as the first.
3. Have the final character exchange the positions of the healing item and the item to be multiplied in the inventory. Then, have Rudy use the healing item. After winning the battle, the inventory will contain 255 of the item that you chose to multiply.

WIPEOUT

SECRET TRACK

Highlight the one player option on the menu screen. Hold R1 + L1 + → + START + ○ + □, then press ✕. A secret track called Firestar will be available at the bottom of the track list.

RAPIER CLASS

Highlight the one player option on the menu screen. Hold R2 + L2 + ← + START + SELECT, then press ✕ to select the new option. The Rapier class is now available.

WIPEOUT 2097

ANIMAL SHIPS

Hold L1 + R2 + START + SELECT while the game is loading. Keep the buttons pressed until the menu appears. The vehicles will be changed now to a bee, snail, pig, flying saucer, and also a shark.

CHALLENGE I MODE

Enter □, ○, □, △, ○, △, △, ○, □, □, □, △, ✕, □ as a password.

CHALLENGE II MODE

Enter □, ○, □, △, ○, △, ✕, □, ✕, △, △, ✕, ○, ○ as a password.

ALL TRACKS

Hold L1 + R1 + SELECT, then press □, ○, △, ○, □ at the main menu. All tracks, including the secret Phantom class vehicle will be accessible.

UNLIMITED ENERGY

Press START to pause the game. Hold L1 + R1 + SELECT, then press △, ✕, □, ○, △, ✕, □, ○.

UNLIMITED TIME

Press START to pause the game. Hold L1 + R1 + SELECT, then press △, □, ○, ✕, △, □, ○, ✕.

UNLIMITED WEAPONS

Press START to pause the game. Hold L1 + R1 + SELECT, then press ✕, ✕, □, □, ○, ○, △.

MACHINE GUN

Press START to pause the game. Hold L1 + R1 + SELECT, then press □, ○, ✕, □, ○, ✕, △.

PHANTOM CLASS

Hold L1 + R1 + SELECT, then press ✕, ✕, ✕, ○, ○, ○ at the main menu. The Phantom class vehicle will be now be accessible for you to drive.

PIRANHA TEAM

Hold L1 + R1 + SELECT, then press ✕, ✕, ✕, ✕, ○, △, □ at the main menu.

PIRANHA CRAFT, AND MORE

Hold L1 + R1 + SELECT, then press □, ○, □, △, ○, ✕, □, ✕, ○, □, △, ✕, □ at the set-up screen. The Piranha craft, all tracks, and a gold award on all tracks will be available.

VOSTOK ISLAND AND SPILSKINANKE HIDDEN TRACKS

Hold L1 + R1 + SELECT, then press □, ○, □, △, ○, △, ✕, △, ○, ○, △, ✕, ✕, □ at the main menu.

WIPEOUT 3

Now there aren't too many cheats for *Wip3out*, but when they're as useful as these, you don't really need any more. All the following codes are entered in the player's name option. Head for the Options Menu and then select the Game Setup screen. Then tap these in as the Default Name.

WIZZPIG
Open all tracks
AVINIT
Open PhantomClass
JAZZNAZ
Open all teams
NOWHEELS
No collisions
GEORDIE
Unlimited thrust and shields
MOONFACE
Infinite Hyperthrust
CANER W
Unlocks all four prototype tracks
THE HAIR
Unlocks all the challenges
BUNTY
Frees all the challenges
BEBEDEE
Changes the colour of the turbo triangles
DEPUTY
Infinite weapons

WWF: ATTITUDE

To get the character you want simply win the WWF in either Challenge or Career mode, in either normal or hard difficulty, playing as the character listed next to them. Once you've done this press L2 or R2 at the Character Selection screen.

THE REFEREE

Complete career mode successfully as "Stone Cold" Steve Austin to unlock the referee in PPV events.

SABLE

Win the WWF title as a female created wrestler.

SHANE

Win the WWF title as a male created wrestler.

Chyna
Triple H.
Head
Al Snow.
Test
Chyna.
Vince McMahon
'Stone Cold' Steve Austin.
Shawn Michaels
Badass Road Dogg or X-Pac.
Sgt. Slaughter
Shawn Michaels.
Pall Bearer
The Undertaker or Kane.
Godfather
D-Lo Brown or Mark Henry.
Marc Mero
Goldust.
Jerry Lawler
Owen Hart or Jeff Jarrett.
B. Christopher
Jerry Lawler.

WWF SMACKDOWN! 2

UNLOCKABLES

Play each event in Career mode and you will be able to unlock the following characters, items and events in the list below.

FIRST SEASON BACKLASH

Steve Austin
New Move Set: 1
New Standard Parts: 3
New Character: 1
New Titantron: 1

FIRST SEASON JUDGMENT DAY

Shawn Michaels
New Move Set: 1
New Standard Parts: 3
New Character: 1
New Titantron: 1
New Match Type: Iron Man Referee

FIRST YEAR KING OF THE RING

Billy Gunn
New Move Set: 1
New Standard Parts: 3
New Characters:2
Titantron: 1

AFTER THE FIRST SEASON CHAT WITH VINCE MCMAHON

Pat Patterson
Gerald Brisco
New Move Sets: 2
New Standard Parts: 6
New Characters: 4

AFTER THE FIRST SEASON CHAT WITH PETE GAS, RODNEY, AND JOEY ABS

Pete Gas
Rodney
Joey Abs
New Move Sets: 3
New Standard Parts: 9
New Characters: 6
New Titantron: 1

AFTER THE FIRST SEASON MATCH WITH DEBRA

Debra
New Move Sets: 1
New Characters: 2
New Characters: 2
New Titantron: 1

FIRST YEAR NOW WAY OUT MATCH

Cactus Jack
New Move Sets: 1
New Standard Parts: 3
New Characters: 2
New Titanron: 1

FIRST SEASON WRESTLEMANIA

Mick Foley
New Move Set: 1
New Standard Parts: 3
New Characters: 2
New Titantron: 1
New Movie: Credits (view in Options menu)

SECOND YEAR OPENING EVENT

Michael Cole
New Move Set: 1
New Standard Parts: 3

FIRST SEASON TLC MATCH APPEARS ON EVENT CARD

New Match Type: TLC Single and TLC Title
Note: You do not need to wrestle in this match to unlock it.

FIRST SEASON TABLE TORNADO TAG APPEARS ON EVENT CARD

New Match Type: Table Tornado Tag
Note: You do not need to wrestle in this match to unlock it.

WWF: WARZONE

VIEW FMV SEQUENCES

Enter the following code when "Press Start" appears on the opening screen. Hold L1 + L2 + R1 + R2 and press ↓ + ✕, ← + □, ↑ + △, → + ○. Release L1 + L2 + R1 + R2, then press ↓ + ✕, ← + □, ↑ + △, → + ○. Repeat the entire code again, then press L1 + L2, R1 + R2, L1 + L2 + R1 + R2. The phrase "Movie 1" will appear to confirm that you have entered the code correctly.
Press ✕ to view this movie, or press ↑ + ✕ to view the next FMV sequence.

VIEW FMV SEQUENCES (ALTERNATE)

Press ↑ + △, → + ○, ↓ + ✕, ← + □, ← + □, ← + □, ← + □, R1 + L1, R2 + L2, R2 + L2 at the title screen. The phrase "Movie 1" will appear to confirm that you have the correct code entry. Press ✕ to view this movie, or press ↑ + ✕ to view the next FMV sequence.

VIEW UNLOCKED CHEATS

Press L1 + R1 in the elevator to list the hidden features and modes that have been successfully unlocked as described below.

PLAY AS CACTUS AND DUDE FEATURE

Win WWF title in challenge mode with Mankind under medium or hard difficulty. Cactus Jack and Dude Love will now be available from the Character Selection screen.

PLAY AS TRAINER FEATURE

Enter the training mode and select "Custom" followed by "Trainer" at the Character Selection screen.

PLAY AS SUE FEATURE

Win the WWF title in challenge mode with either Bret Hart or his brother Owen Hart under the medium or hard difficulty level.
Sue, the ring girl, will now be available for you to play as a custom wrestler.

NEW DUDES FEATURE

Win the WWF title in Challenge Mode with the Kane under the medium or hard difficulty level. Additional shirts, jackets, masks, pants, and more clothes will be available in Creation Mode.

EXTRA GOLDUST FEATURE

Win the WWF title in challenge mode with Goldust under the medium or hard difficulty levels. Then, hold L2, R1 or R2 while selecting Goldust on the Character Selection screen to more costumes, including the MarilynDust and DustyDust versions.

EXTRA COLD FEATURE

Win the WWF title with Stone Cold Steve Austin under either the medium or hard difficulty levels. Then, highlight Stone Cold on the Character Selection screen and press L2, R1, or R2 for some additional costumes.

RATTLESNAKE FEATURE

Win the WWF title in challenge mode with a user-created wrestler under the hard difficulty level. You will now be able to select a much pumped-up Steve Austin as a customised character.

NO METERS MODE

Win the WWF title in Challenge Mode with the Undertaker under medium or hard difficulty.

BIG HEAD MODE

Win the WWF title in Challenge Mode with British Bulldog or The Rock under the medium or hard difficulty.

NO WIMPS MODE

Win the WWF title in challenge mode with Ken Shamrock or Farooq under the medium or hard difficulty level. Blocking is disabled when this mode is active.

BEAN MODE

Win the WWF title in challenge mode with Mosh or Thrasher under the medium or hard difficulty level. Belching and farting is enabled. Fantastic!

EGO MODE

Win the WWF title in challenge mode with Ahmed Johnson under the medium or hard difficulty level. Crowd cheers will increase the size of the wrestler's head, while boos will make it shrink.

RANDOM WRESTLER

Hold ↑ and press Block on the Character Selection screen.

ALTERNATE COSTUMES

Hold L2 and select a wrestler at the Character Selection screen under medium or hard difficulty levels.

ANGRY CROWD

Start a match with no CPU players and instead of kicking off just leave the wrestlers standing there without moving or wrestling. The crowd will get extremely angry (no wonder), and J.R. and Vince will add some funny commentary.

X IS FOR...

X-MEN:

MUTANT ACADEMY

UNLOCK ALL SECRETS

On the main menu, Press SELECT, ↑, L2, R1, L1, R2.

UNLOCK EVERYTHING

Go to the Options screen and press ○, SELECT, L1, R1, R2, L2, □, □, SELECT.

X-MEN: CHILDREN OF THE ATOM

QUICK CONTINUE

Hold L1 + L2 + R1 + R2 and press START when continuing to keep the same characters as you had before.

FIGHT AS AKUMA

Enter the Character Selection screen, and Omega Red. Finally, highlight Silver Samurai, wait three seconds and press LK + HK + HP. Akuma will appear in place of Silver Samurai to confirm correct code entry.

To fight as Akuma as player two, highlight Storm and wait 3 seconds. Then, highlight Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, and Silver Samurai. Then, highlight Spiral, wait for three seconds, and press LK + HK + HP.

FUN BAGS

TOMB RAIDER III

TREAT LARA REAL NICE WITH OUR HEALTHY PORTION OF CHEATERY!

ALL SECRETS AND KEYS

While playing press L2x5, R2, L2x3, R2, L2, R2, L2x2, R2, L2x2, R2, L2x2

ALL WEAPONS, MEDKITS, FLARES AND SAVE CRYSTALS

While playing press L2, R2 twice, L2 four times, R2, L2, R2 twice times, L2, R2 twice, L2 twice, R2, L2 twice, R2.

FIND THE KEY IN LARA'S HOUSE

To find the key to Lara's race track you first need to lock the butler in the freezer. Then go to your bed room and get the flairs in the room next to her bed. Next go down the hall and go into the attic and light a flair. Find the green or blue box and push it forward twice. Leave the attic and go to the library in the upstairs.
On the bookshelf on the wall on the right there is a book that you have to push. After you push it the fire in the fire place will go out. Go into the fire place and turn left you should be able to climb the wall to a secret passage follow the passage to a room. In the room climb up on to the ledge and push the box from the attic to the left. Then go to the other end of the ledge, light a flair and pull the lever on the wall. While the door opening scene runs press ○ to turn around and run to the door under the stairs. Once down there find another green box and pull it back once and to the right once. Jump up into the secret passage and into the water. Swim around the tank to the other side but stay near the glass and you find the key in the water. You can find it by looking around the fish tank in the basement.

LEVEL SKIP

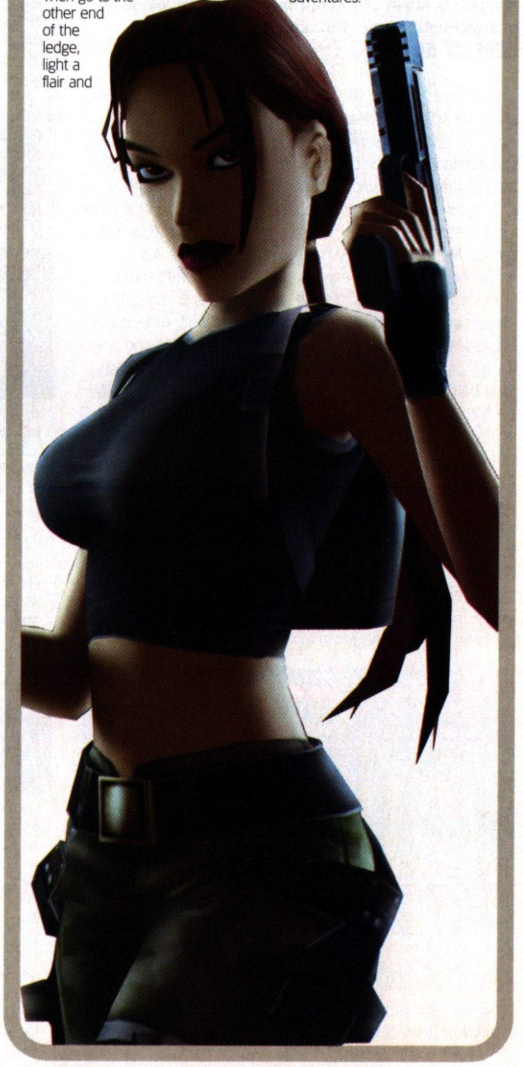
While playing press L2, R2, L2x2, R2, L2, R2, L2, R2, L2x4, R2, L2, R2x4, L2.

RACETRACK KEY

To get the racetrack key, press R2, L2x3, R2, L2x6, R2, L2x5, R2, L2x2 while playing the game in Lara's mansion.

SECRET ROOM IN LARA'S MANSION

When you enter the mansion go to her pool. Behind the diving board you'll find there is a switch. Press it to open a door in the main room with a switch behind it. Pull the switch and quickly turn around and sprint for the room across the hall. Inside you'll find some of the artifacts she's collected on her adventures.



THE HELPING HAND

STUCK? THE HAND CAN HELP! BEST EFFORT WINS A PS2 GAME!

Stuck on a game? Found something great? Just want to chat? The Hand wants to hear from you! All of you.

E-MAIL....CHEATZONE@FUTURENET.CO.UK
MAIL........HELPING HAND, FUTURE PUBLISHING,
30 MONMOUTH ST, BATH, BA1 2BW
FAX.........01225 732275

EVERY LETTER WINS!!

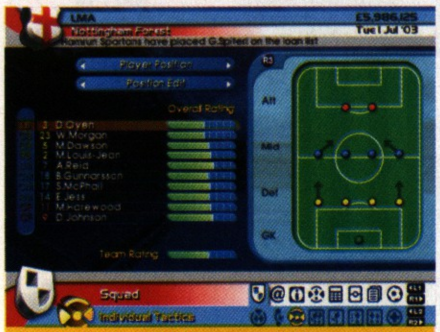
Yep, every letter we publish will be sent an extra special prize – an Xploder cheats disc, courtesy of Blaze. This nifty piece of equipment is packed with all the latest cheats – all you have to do is whack it in your PS2 drive to access codes for big games like True Crime, FIFA 2004, Here Comes The Pain and Medal Of Honor.

HULL OF A TIME I

Dear Helping Hand,
I need some help on *LMA Manager 2004*. I managed to get Hull promoted from the Third Division, but I'm finding football in the Second Division a hell of a lot harder. In fact, let's be honest, I'm getting tanked, am five points adrift at the bottom of the league and no one will sign for me. Got any pearls of wisdom?
JEREMY EDGAR CLEETHORPES

The problem with *LMA* is that, unlike most games, it's not an exact science. What works for one team won't always work for another. Sometimes players take to tactics and sometimes they don't. That's what makes being the gaffer such a thankless task. However, as we had a number of *LMA* queries this month, I decided to get on the blower to Codemasters and see if they could deal us in with a few tactics. Here's what they had to say for themselves...

- "Other than picking a good team to start with, make checking your players' fitness and morale a priority. Any players who are tired will not perform as well. Also, happy players will always give 110%. Check your tactics and see if your players are able to adapt to them. If you're playing long ball and your team are used to short passing it may be a case of sitting back and waiting for them to adapt."
- "If you're not creating chances it's likely your midfield is not strong enough, or your central attacking players aren't attacking enough – try pushing a few men up. You could try using the focus arrows to push up a midfielder or use the position edit to place a wide midfielder a bit further up the field too. Always watch the match and try to see where it's going wrong. If you aren't having any joy down the centre get your team to look to the flanks. If you keep losing the ball then you could look to create a more pressing team (although this may mean fitness will drop)."



Forest gumph: Sometimes all the stats need some putting into place. That's where we come in. Yeah.

SNIPPETS

ENEMY MINES

Dear Helping Hand,
Please can you tell me how to get past the old Balrog in the Mines of Moria on *Lord Of The Rings: Fellowship Of The Ring*? Thanks a lot.
★ JANET WHITE, EMAIL

Love to. (The beauty of beating this boss is that you then get to play as Gandalf.) As soon as the battle begins, switch to lightning. Do this quickly. The Balrog will start to shoot fireballs at you so just move from side to side and forward at the same time to dodge these. He'll stop shooting and get ready to chuck some fire around the gaff. As soon as the fireballs stop, stick some lightning down its gob. This will stun it. While it's stunned, hit it around about three times then back off. As soon as the Balrog gets up, zap it again with lightning then hit it a further three times. Repeat the process until it falls. The reason that this can get hard is Aragorn. Every time you begin to run out of magic, Aragorn will give you a bottle of Miruvor. The time it takes him to give it to you is just ➜

Football One 55th Minute
Bury
0 - 0
Barns
VAUXHALL
YORKIE
mitre
HSBC
Codemasters

Play the game: Watching the highlights in *LMA* can help you determine where the problems lie.

HULL OF A TIME II

Dear Helping Hand,
Honestly, what's the point of the youth team in *LMA Manager 2004*? I don't seem to be getting any good players coming through, and the ones that I utitlise seem to have learned all their skills at the Frank Sinclair Soccer School. Don't s'pose you can help...?
ERIN DUNARGHY VIA EMAIL

Over to Codemasters once again... "Believe it or not, the youth team is a good source of players. Some of them have the potential to be real stars. Try them out for a few weeks in the first team before committing to signing them. This is also a good way to cover any short-term injury problems. You can use them at the end of one season and sell them at the beginning of the next, but you'll miss out on potentially huge benefits as most of them will improve greatly over the first couple of seasons. You've just got to be a bit patient. Check the training report each month for recommended youth players, but check that your Head Coach is decent enough to do this.

DEATH BECOMES YOU

Dear Helping Hand,
I'm stuck on *Final Fantasy X* and desperately need some help. I'm in Zanarkand and Yunalesca's Mega Death attack keeps killing me. Please can you help me get past her. Oh, and when I get out of the cave, The Sanctuary Keeper uses Curaga on me.
RYAN DRIVER LEICESTER

There aren't any cheats to give you limitless HP or MP, sadly, but there *are* strategies you can use to make both the bosses you mention considerably easier. Darkness, Poison (Bio), Slow, and any of Auron's Break attacks work well against the Sanctuary Keeper, but the best tactic of all is to use Reflect on him so that his Protect/Regen/Curaga spells bounce off and hit you instead. Yunalesca is considerably more difficult, and comes in no less than three increasingly more difficult and powerful forms...

1st Form
If you use a physical attack, she'll counter with Darkness. If you cast a spell on her, she counters with Silence. If you use a Special attack or Overdrive, she puts you to Sleep. Equip armour that renders your characters immune to the appropriate status ailment, and watch out, because her counter-attacks also strip you of all buffs like Protect/Shell/Regen, but *not* Reflect. Casting Hastega then Reflect on you will ensure you deal damage quickly enough to overwhelm her Absorb attacks, and stay immune to her.

2nd Form
This is where it gets really tricky. Yunalesca's main attack

Thanks to everyone else who wrote in this month. You included: Liam Mols, via email; Tim Sharp, Canada; Stefan Myllylä, Sweden; Mitchell Cooper, Tamworth; Zain, Pinner; Ellis Caldwell, via email; Jaysen Jevon, Brockhampton; Mark Coulthard, Penrith; James Malone, Orpington; James Crofts, via email; Ross Mills, via email; Josh Roberts, via email; Lewis Mchale, via email; Russell Hicks, via email

STAR LETTER

IN ASSOCIATION WITH
XPLODER

Every month, the winner of the Star Letter will recieve an Xploder cheats disc from Blaze, and a game of their choice!

CHEATMASTER
TOMB RAIDER
THE SIMS
BLAZE

Make me wanna shout: Tim experiments with Ferguson-style hairdryer treatment.

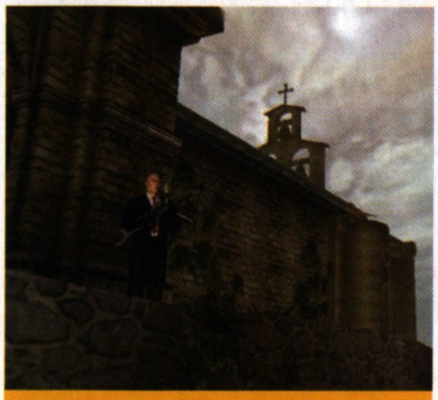
MAN OH MANAGER

Dear Helping Hand,
Thanks for the *LMA Manager 2004* tips last issue. I picked up the game pretty much the moment it came out, as I'm mad keen on my football and I loved the *Championship Manager* series on PC. Which brings me onto my question: what's the chances of the *Champ Man* games coming to the PS2? *LMA* is great, but it doesn't quite have the depth and detail of the PC efforts.
STEVE SIMMONS VIA EMAIL

Glad the *LMA* tips came in handy – it's a hard game to tip because there's some many different scenarios. We're also big fans of the *LMA* games, but we'd have to agree that the *Championship Manager* games (currently undergoing a bit of a change on PC) are breathtakingly detailed. Tim bought the 01/02 version for his Mac and became so dangerously addicted, he even started bringing it into work and playing during his lunch hours. And pretty much every other hour too. Unfortunately, the answer to your question is no. There's no chance of the *CM* games coming to PS2 because the little black wonderbox simply doesn't have the juice to churn out the huge swathes of data. Which is why the *LMA* games are so impressively programmed. Maybe for PlayStation 3, though.

here is called Hellbiter. It doesn't do much damage, but it turns you into zombies. She will then use Cura and Regen do damage you, so you have three choices. Leave yourself in zombie statues, cast Reflect to stop her damaging you with those healing spells, and use items to heal. Secondly, equip zombieproof armour so her healing spells will simply cure you. This second option has one main drawback, however. When you kill the second form and it moves to the third and final stage, it uses Mega Death. This kills everyone, guaranteed – but doesn't work on zombies. Aha. See? Thirdly, equip Deathproof armour and cure zombie status with Holy Water. Mega Death won't affect them, and her cures will, of course, cure you.

3rd Form
She will use Mega Death every so often, not just at the beginning, so zombie status is in fact a must. Sadly, she now uses Curaga, which will almost certainly kill any zombie, and Regen again. She also has a bothersome attack called Mind Blast which damages, and inflicts random status effects like Confusion, Sleep and Curse. These can, of course, be critical when every turn counts and death is a moment away. Confusion is probably the worst, so you may want to consider arming some of your party with Confuseproof. Now, any party members who were zombified during the 2nd form and switched out of your front line will still be zombies now, so you can quickly pop them back in just before a Mega Death as a survival technique, if you're quick enough. Basically, you want to avoid having all three of your guys zombified and getting blased with Curaga, BUT you want to survive Mega Death. Use the methods we've outlined, and you should prevail. This is arguably the toughest compulsory boss in *FFX*.



Monastery murder: The last level of *Hitman 2* is a hard 'un. Our advice? Use the crossbow. A lot.

ACTION HERO

Dear Helping Hand,
I've got a bit of a problem with some of your Action Replay codes. In your January edition you put some codes in for *WWE Smackdown! Here Comes The Pain* but I don't seem to be able to add them to my Max disc. Any ideas why, and how I can get them to work?
ROB MORRIS BASILDON

Hmm. We try to check all our cheats, but obviously some of them may slip through the net, especially the cheat disc codes which are much harder to check as they're being updated pretty much constantly. We suggest giving Action Replay makers Datel a call on 01785 810800.

HIT ME BABY

Dear Helping Hand,
Okay. I'm on the last level of *Hitman 2: Silent Assassin* (Redemption at Gontranno) but am finding it actually very difficult, especially trying to complete it in Silent Assassin mode. I'm presuming this is impossible?
CALEB WRIGHT CARDIFF

Nothing's impossible, my little Welsh friend. For example, it's not impossible for me to speak, even though I have no mouth. See? The impossible *can* be possible. Like the way we only expected Steve to come in useful when the tea needed making or our shoes needed polishing, but in actual fact he can play games a bit too. Truly amazing. Anyway, back to the question in hand. Like I said, this bit isn't impossible to clock a Silent Assassin rating on, but getting anywhere close to it is pretty bloody hard. The chief problem is that there's about 30 guards. In order to give yourself a chance, you need to spend time watching their movement patterns. The alternative is the crossbow.

SNIPPETS

➜ enough time for the Balrog to get up from any attack you've put in on him. Bloody annoying, that.

FIGHT NIGHT

Dear Helping Hand,
I'm addicted to *Freedom Fighters*, but am really stuck on (the impossible) to beat Soviet Tank bit, where the tank appears outside the TV station.
★ TRISTAN SCOTT, CARDIFF

Okay, we're going to pick this up from the bit after you man the machine gun. Know it? Good. Here's what resident *Freedom Fighters* expert Steve has to say about it: "Mow down all the soldiers that appear and then order your squad to join you. Run forwards and take the opening on the left. Recruit some more fighters and make a quicksave. Take a couple of fighters with you and cross the battleground to the opposite building. Go through the door on the left and heal the injured civilian. Cross the wooden beam and drop down to the doorway. Run through and heal the injured rebel. Grab the Rocket Launcher because there's a Soviet tank waiting for you outside. Run out of the building and down the narrow passage. Leave your men somewhere safe and pop around the corner facing to the left. Fire a Rocket at the tank's turret before it has a chance to fire at you and then run back down the narrow passage to safety. Repeat this process until the tank has been neutralised." To be honest, getting hold of the rocket launcher is the key to completing this bit.

• Discovered something brilliant in the game you're playing? Then share it with the world in our Snippets section by emailing us or writing to us. We will print the best ones every issue.

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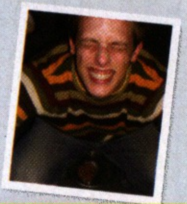
ASK US!

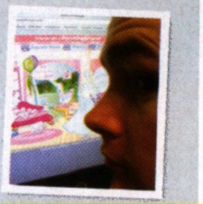
We get paid to play games. So we can answer any question you've got. Easy.

MATT CUNDY
Wishes there were more games with flowers and fairies and unicorns. Enjoys drinking soya milk. A communist veg-hippy.

TOM MAYO
In Spira he's an all-powerful behemoth champion of mana. In the Real World he's a pathetic lost puppy with no paws.



STEVE C.
Enjoys prolonged sleep deprivation and listening to white noise. Thinks there's a gap in the market for violent torture games.



TIM WEAVER
Idolises Patrick *Dirty Dancing* Swayze. Plays every game using a dance mat to emulate the moves of his fave 80s icon.

CONTACT US: **CHEATZONE**, 30 MONMOUTH ST, BATH, BA1 2BW

Gotta Ratch 'em all: There are 40 Platinum Bolts to collect in total. Some easy to find, others not.

NUTS 'N' BOLTON

Please could you help us with *Ratchet & Clank: Locked And Loaded*. My wife and I have played the game for over 130 hours and are completely stuck. Having collected 34 Platinum Bolts and 28 Skill Points, we are at brain dead meltdown as to:
1) How many Platinum Bolts are left.
2) How to get the Nanotech Boosts from planets Snivelak and Dobbo.
WAYNE AND IRENE TOMBLIN BOLTON

TIM SAYS...

There are 40 Platinum Bolts to collect in total, so hang on in there cos you've nearly got the lot. According to your – very impressive – list of bolts that you've collected so far, these are the six that you're missing:

1) Maktar Nebula. Return with Clank to the Jamming Array, jump on top of the Space Limo and climb on to one of the Limo's rockets. Boost Jump to the nearby platform, where you'll find a Jump Pad. Use the pad to jump straight up and grab the bolt.
2) Feltzin System. In the fourth challenge, where you must race the Thugs' best pilot, fly through all of the rings during the race. Succeed and the bolt will be waiting at the finish line. Very tough!
3) Planet Dobbo. Follow the facility hang glider course and, when you reach the final room, pull up and you should see the bolt amongst some pipes near the ceiling.
4) Hrugis Cloud. In the fourth challenge, where you must race Ace Bunyan, fly through all of the rings during the race. Succeed and the bolt will be waiting at the finish line.
5) Planet Gorn. In the fourth challenge, where you must race Ace Bunyan (again), fly through all of the rings during the race. Succeed and the bolt will be waiting at the finish line.
6) Planet Damosel. Once you have Hypnomatic, use it on one of the Receiver Bots at the top of the Megacorp Pyramid. Bring the bot down to the front of the pyramid and detonate it (press △). If the bot was in the right place, the explosion should reveal a secret room under the Megacorp sign where you'll find the bolt.

As for the Nanotech Boosts, to get the one on Snivelak (visible on the roof of a building), build up momentum on the last Swingshot by pressing ↑ and ↓ and let go of the rope just before you reach the highest point of the swing. Press ⊗ to glide towards the roof and, when you get close, press ⊡ to do a Hyper-Strike to get on to the roof. For the Nanotech on Dobbo, which is in the Hang Glider course in the facility, make your way to the second set of x-bars and pull a full stall to turn around. Now return to the first chamber where you can grab the Nanotach Boost real easy like. And that's that. Phew. ■

GIVE A DOG A STONE

***Maximo Vs Army Of Zin* – I'm stuck on the Sinister Stones level. I've whacked the first pad, jumped the first tombstone and whacked the second pad, but I can't jump far enough from the next tombstone to reach the next area. Can you help me before I throw the disc to the dogs!?**
ADRIAN SEARL VIA EMAIL

MATT SAYS...

As impossible as it may seem, Maximo can make it from the second stone to the nearby ledge, although it certainly seems a little too pernickety to be fair. To make the jump, position Maximo on the middle of the stone and, rather than jumping from the stone, run off it in the direction of the ledge and allow Maximo to drop a little before jumping and then jumping again when he's at the highest point of his first jump. If you've done it correctly, Maximo should be safely on the ledge. ■

MISS PIGGY

I'm really stuck in *The Getaway*. I'm on the level where you have to get into the police station and kill Inspector McCormack. I keep shooting him, but he doesn't die. Please help.
IAN WHITMORE VIA EMAIL

ZAMMO SAYS...

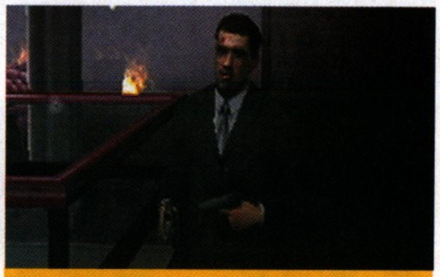
I hate bent coppers, so it's no surprise that I'm the best at killing the despicably crooked Inspector McCormack. Try the following to improve your chances of success on this mission. Number one is to make sure that you're taking the stealthy approach – don't try shooting McCormack until he stops in the room opposite the Interview Room, so follow behind him until he gets there. The second thing is to ensure that Hammond is tooled up for the job, so after grabbing the handgun from the Evidence Room, follow McCormack until you arrive in the Computer Room. In here is a police officer – snap his neck and take his gun. With two shooters, killing McCormack is easy. Sweet. ■

Rock hard: Jumping from the stone to the ledge might look straightforward, but it's not. It's hard.

STUFF WE KNOW

MATT SAYS...

In between *Manhunt*'s gratuitous scenes of mucky decapitations and sickle slices to the groinal region, I spotted several references to Rockstar North's *GTA* series. On the first level (Born Again), right beside Cash's first kill, is a derelict shop called Ryton Aide. Visitors to Vice City will recognise this as the drug store situated on West Island's main boulevard. Vice City shopaholics will also recall the Gash shop in the North Point Mall, which it seems is a favourite outlet for *Manhunt*'s snooping lady journalist – a Gash bag is clearly visible in her apartment. The North Point Mall's Tarbrush Café also has a prescence in Carcer City, cropping up in both the View of Innocence and Graveyard Shift levels. The smartest reference, however, is during one of the game's final cut-scenes, when it's revealed that Carcer City's Chief of Police, Gary Schaffer, is involved in Starkweather's seedy operation. Funny that, because a news story on *GTA3*'s Lips 106 radio station reported that, 'In nearby Carcer City, police chief Gary Schaffer was cleared of corruption charges.' The reporter closes by saying 'Let's hope those missing witnesses turn up soon.' Hmmm, it makes you wonder what happened to those missing persons...?



Ham-mond fisted: As shown here, Marky boy can carry two shooters. And two guns are better than one.

LOST AND FOUND

***Pitfall: The Lost Expedition* – I cannot for the life of me find the Raft, Pickaxe or TNT. I have completed 64% but cannot get any further. Please help!**
RACHEL ABBOTTS DERBYSHIRE

TIM SAYS...

The Raft is obtained in the Cavern Lake area (Snowy Mountains). To get into Cavern Lake, head to White Valley and look for the cave entrance that's frozen over. Sweep kick the ice and roll into the cave. Inside, use the rope to get to the ice bridge and make your way to the frozen tree. Use the Sling Shot to knock the tree over and head into the area that opens up to collect the Raft. To get the Pickaxe, light the three torches to open the door to the Eyes of Doom (Lost Caverns) and go through the door to receive the Pickaxe. Finally, to obtain the TNT, complete Mountain Sled Run (Snowy Mountain), open the doorway at the end using the button that's in the fountain and go through. Donesy. ■

BIRD OF NAY

Can you please tell me how to play as Vulture in *Spider-Man: The Movie*?
007 JAMES BOND VIA EMAIL

TOM SAYS...

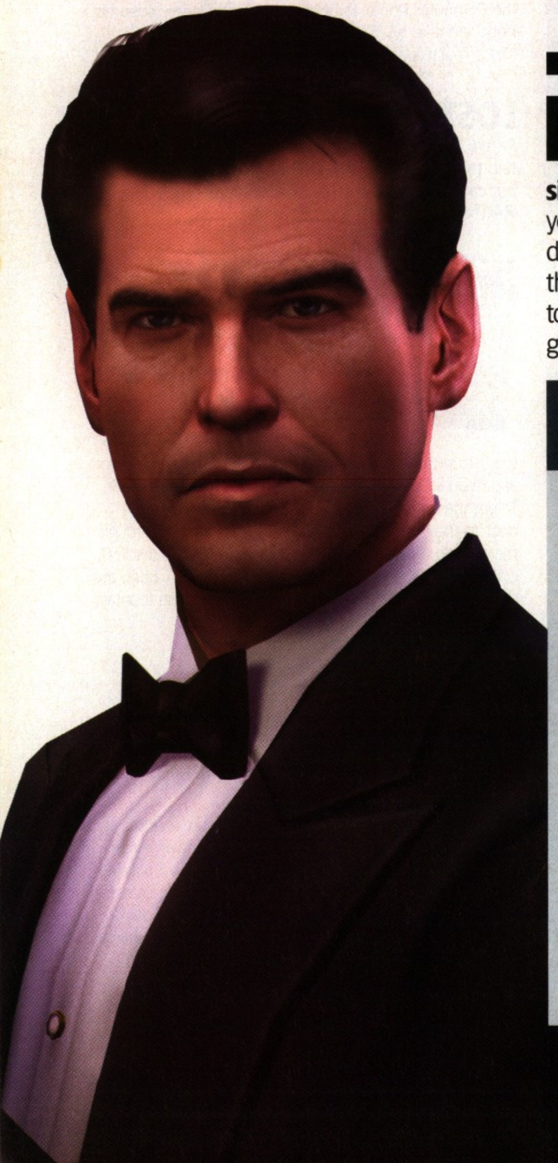
I hate to break it to you, er, Mr Bond, but you can't play as Vulture. It can't be done. He's not a playable character. He can't be unlocked. It's impossible. Case closed. End of story. Sorry. However, if you check our A To Z (starting on page 82), you'll find a host of cheats you can use to play as alternative characters, such as The Shocker, Captain Stacey and the luverly Mary Jane. ■

FINGER TIP

Here we take through the hardest bit a game has to offer and make it easy!

HOW TO WADE THROUGH THE WAREHOUSE IN EVERYTHING OR NOTHING

AS REQUESTED BY: AMY WONG, *LONDON*

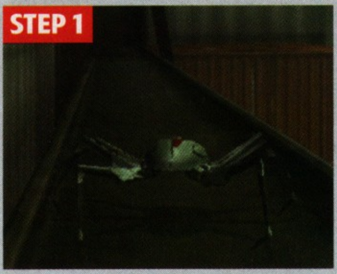


It's not easy being an international super-spy who can thwart terrorist plots and make easy-on-the-eye females purr with pleasure simultaneously, but Bond has been doing it for years. In this, his latest videogame adventure, he does it all again while chasing hot on the heels of the crazed Diavolo – a serious wacko hell-bent on tossing missiles around with carefree abandon. The game climaxes at a secret Russian missile silo with Diavolo – cackling like a good 'un – having his finger poised on the 'nuke' button. Naturally, you have to stop the countdown to meltdown. But before you can do that, there's one mean mutha of a level to wade through. Which is where we come in. We've had requests for this level coming out our lugholes, so we've grabbed a copy of the game, slapped it in the PS2 and played it until it breaks and begs for life. And what we found is here. It's all here. Ahaha. Ahahahahahahaha. Ahahahahahahahahahaha. ■

BACK TO THE FUTURE

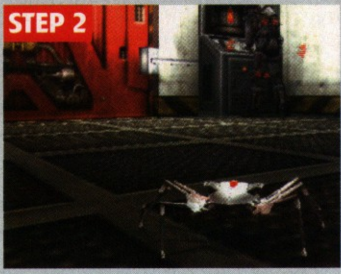
In order to make completing the final mission easier, you must go back to a level a few missions prior, "A Dangerous Descent", and ensure that you obtained a pivotal Bond Moment – "Asleep by the vault door". So if you didn't get that, here's how you do it...

STEP 1



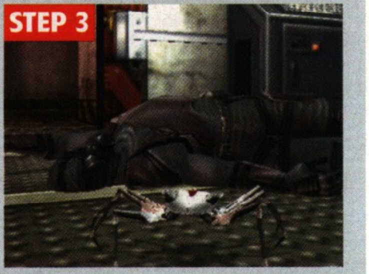
■ As soon as you begin A Dangerous Descent, deploy a Q-Spider and send it scurrying off your platform onto the pile of crates at the side. Use the girder over to the left as a bridge to reach the crates in front of the far wall, then go down on the ramp.

STEP 2



■ Edge your spider gently through the window and once down on the ground, go through the door that is ajar. You should see a guard approaching a console, so equip your spider's sleeper darts and put the guard to sleep after he has opened the red vault doors.

STEP 3



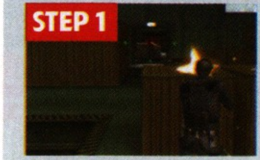
■ With the Bond Moment achieved, go on to complete the level as normal and then save so as to record the open vault doors for when you return to this area on the final level (Everything Or Nothing).

THE MAIN EVENT

Okay, this is it, the final level – but it's no pushover and only the most accomplished agents will emerge with the girl, as opposed to a broken, wreck of a man with soiled underwear and sporting more holes than your average bag of PG!

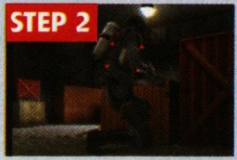
PART 1: STORM THE FORT

STEP 1



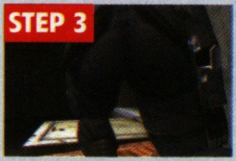
■ Equip your SIG and take cover in front of the crates ahead. Pick off the enemies that spew out of the door up and then, head up to them – taking time to blast the lone enemy sniping you.

STEP 2



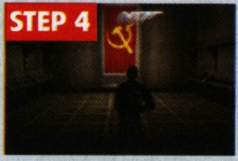
■ Go in through the doors, taking out the remaining enemies in the room. Go up the ramp, pick up the Dragunov next to the window and use it to pick off the distant enemies.

STEP 3



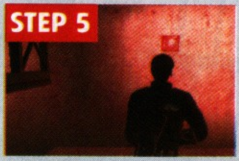
■ At the top of the ramp, run and drop down onto the crates below, then deploy a Q-Spider through the armoury window and detonate it in front of the blocked door.

STEP 4



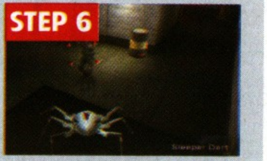
■ If you opened the vault door in the Dangerous Descent level, then the full armoury will now be accessible – giving you vital supplies both now and later on.

STEP 5



■ Take out the enemies in the next area. Rappel up onto the tower and deploy a Q-Spider onto the pipes leading out from the tower and then drop it gently through the vent.

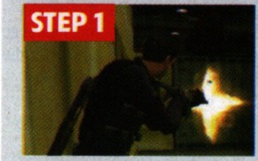
STEP 6



■ From here, use the spider to sleeper-dart the nearby enemies, then storm in yourself and tidy up. When the area is secure, you're ready to embark on the really challenging bit!

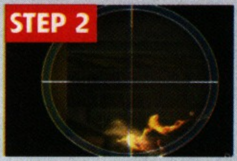
PART 2: WARE THERE'S A WILL

STEP 1



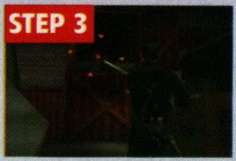
■ Go through the doors into the warehouse and then immediately shoot the rocketeer on the crates. Press up against the large yellow crate to snipe the group of enemies around the corner.

STEP 2



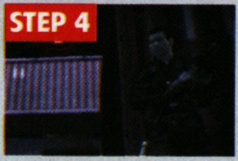
■ Walk on a short way and you'll see a part of the roof collapse. When this happens, retreat as a sniper will take up position on the gantry up ahead. Track him using his laser sight and pick him off.

STEP 3



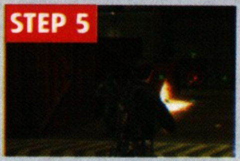
■ A short way on you'll find an open red container to the left (send a Q-Spider inside for supplies) and just further down you can turn a corner to the right to take out an enemy that emerges.

STEP 4



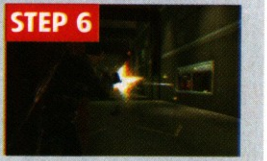
■ Press yourself up against the container to the right and then go to Bond Sense Mode and target the holding mechanism on the suspended red container and shoot it to drop it on the foes below.

STEP 5



■ Head along the back wall and shoot the enemy that emerges from the red container, then brace yourself for another heavy onslaught as a wave of troops ploughs out of the building up ahead.

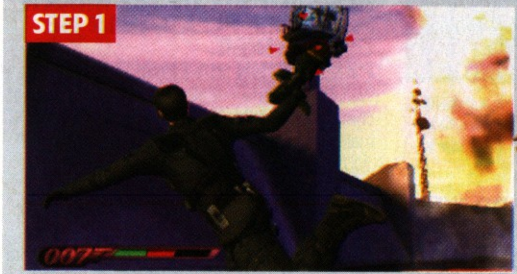
STEP 6



■ There are a couple of stealth guards loitering by the entrance to the building that can be taken out by detonating spiders nearby. Use a Q-Spider to scout up ahead and take out the perps.

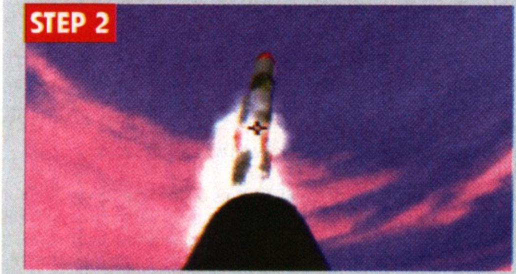
PART 3: THE FINAL COUNTDOWN

STEP 1



■ Use an AT-420 to blast Diavolo's turret, diving sideways to avoid the incoming missiles and once you've hit it three times, head up the narrow passage to the main gun turret over to the right.

STEP 2



■ Once in the turret, aim at the launching missile and blast it three times to blow it up – saving the world from impending doom (again) and getting to snog the face off a fit filly to boot!

THE HAND CAN HELP YOU!

Stuck on a specific part of a game? Can't get any further? Then fret no more!

Just fill in the form below, put in as much detail as you can about the problems you've come up against and we'll solve your problem, no questions asked.

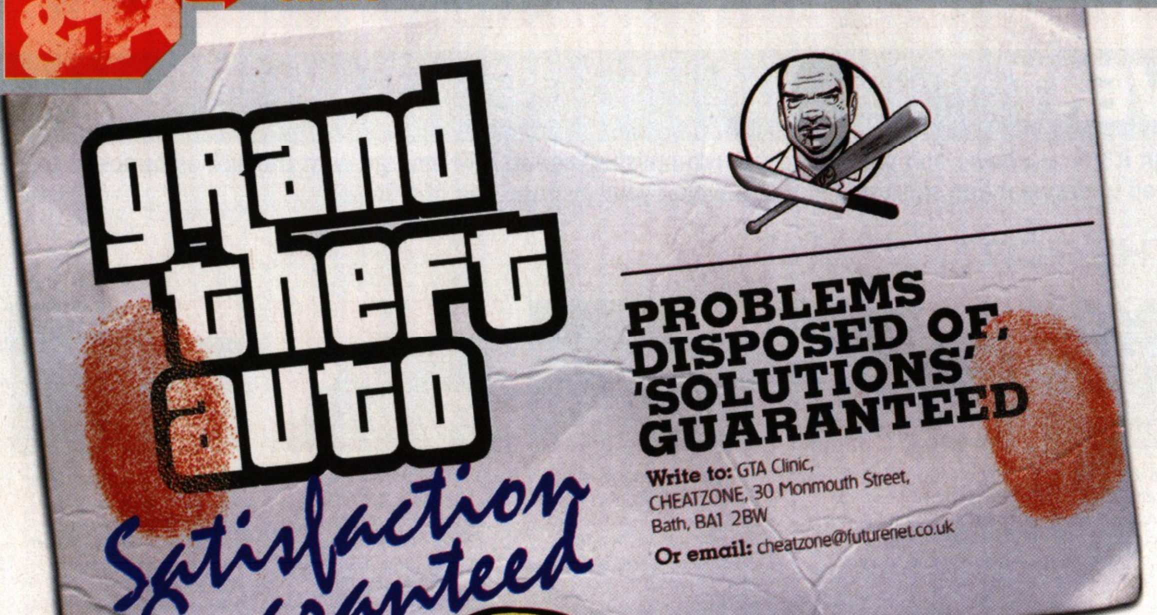
The game I'm stuck on is...____________________

And this is what's popping my veins...____________________

Name ____________________

Address____________________

SEND THIS FORM TO: Helping Hand, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL: cheatzone@futurenet.co.uk

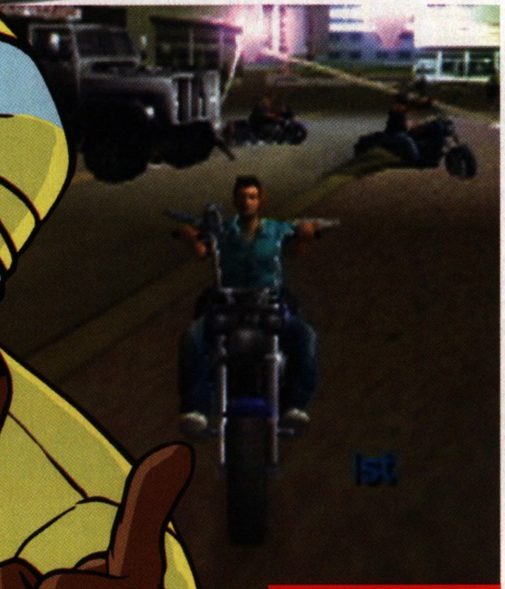


Satisfaction Guaranteed

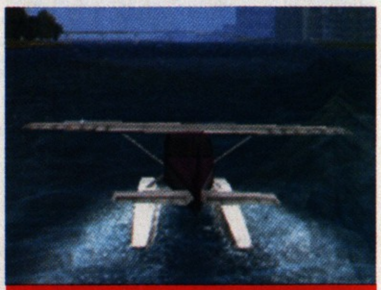
PROBLEMS DISPOSED OF, 'SOLUTIONS' GUARANTEED

Write to: GTA Clinic,
CHEATZONE, 30 Monmouth Street,
Bath, BA1 2BW

Or email: cheatzone@futurenet.co.uk



Truck stop: Park a vehicle in front of the bikers to give yourself a headstart.



Plane sailing: Purchase the film studio to get access to the Skimmer seaplane. Beautiful.

Q1 HOW DO YOU COMPLETE THE 'ALLOY WHEELS OF STEEL' MISSION? IT IS TOTALLY IMPOSSIBLE!

MATTHEW STOKES WILTSHIRE

This mission is certainly a toughie. Unless, of course, you give yourself a rather cunning advantage. While the bikers are waiting for you to grab a bike, head down to Viceport (at the southern most point of West Island) and nab a truck or lorry cab. Head back to the waiting bikers and park the vehicle across the road, in front of the two riders that are nearest to the Greasy Chopper. Now knock the third rider off his bike, at which point the race begins, and speed off towards the first checkpoint while the remaining two bikers struggle to get past the obstacle you neatly parked in front of them. This headstart should give you enough of a lead to win the race fairly comfortably without needing to ride too frantically. Another thing to remember when on the chopper, is to use R1 when taking the corners so you turn sharply.

Q2 CAN I FLY A PLANE FROM ESCOBAR INTERNATIONAL AIRPORT? IF IT'S POSSIBLE, PLEASE TELL ME WHERE I CAN FIND IT AND HOW TO FLY IT.

JOHN MARTIN VIA EMAIL

None of the big passenger planes at the airport can be flown, which is a damned shame. However, if you really want to fly a plane, buy the film studio on Prawn Island (you must have completed the 'Shakedown' mission before any properties can be bought) and complete the second film studio mission, 'Dildo Dodo'. Once completed, the Skimmer that you use for the mission will be yours to fly at your leisure and is always located by the jetty at the back of the studio. It's not the most graceful of birds to control and – because it's a seaplane – it can only take off from the water – something to remember when landing.

Q3 I'M ON 68%, BUT CAN'T GET ANY FURTHER. I'VE COMPLETED ALL THE MAIN STORY MISSIONS AND PROPERTY MISSIONS. I'VE ALSO GOT ALL OF THE HIDDEN PACKAGES. PLEASE HELP ME GET FURTHER.

PHILIP NUNN VIA EMAIL

Well, Philip, you're not alone – despite giving a checklist in **Cheatzone** 3, we still get loads of mail from people wanting to know how to get 100% game completion. So for you, and everyone else that's trying to increase their percentenages, here's the checklist again. And if you're not sure how to complete something on the list, please contact us again and we'll be more than happy to help you out. We're good like that.

1) Completed every main mission.
2) Found all Hidden Packages.
3) Purchased all properties (15 in total) and completed all asset missions for eight of them.
4) Completed three Stadium missions.
5) Completed three RC missions.
6) Completed 'Cone Crazy' and 'PCJ Playground' missions.
7) Completed four helicopter checkpoint missions.
8) Completed two Dirt Track missions.
9) Rob 15/15 stores.
10) Score 45+ points on the Rifle Range mini-game.
11) Drop off 100+ people as a Taxi driver.
12) Complete Vigilante mission 12.
13) Complete Fire Fighter mission 12.
14) Complete Paramedic mission 12.
15) Complete Pizza Delivery mission 10.
16) Pass all Rampages (35).
17) Complete all Unique Jumps (36).

☞ CUT THIS OUT AND SEND IT IN!

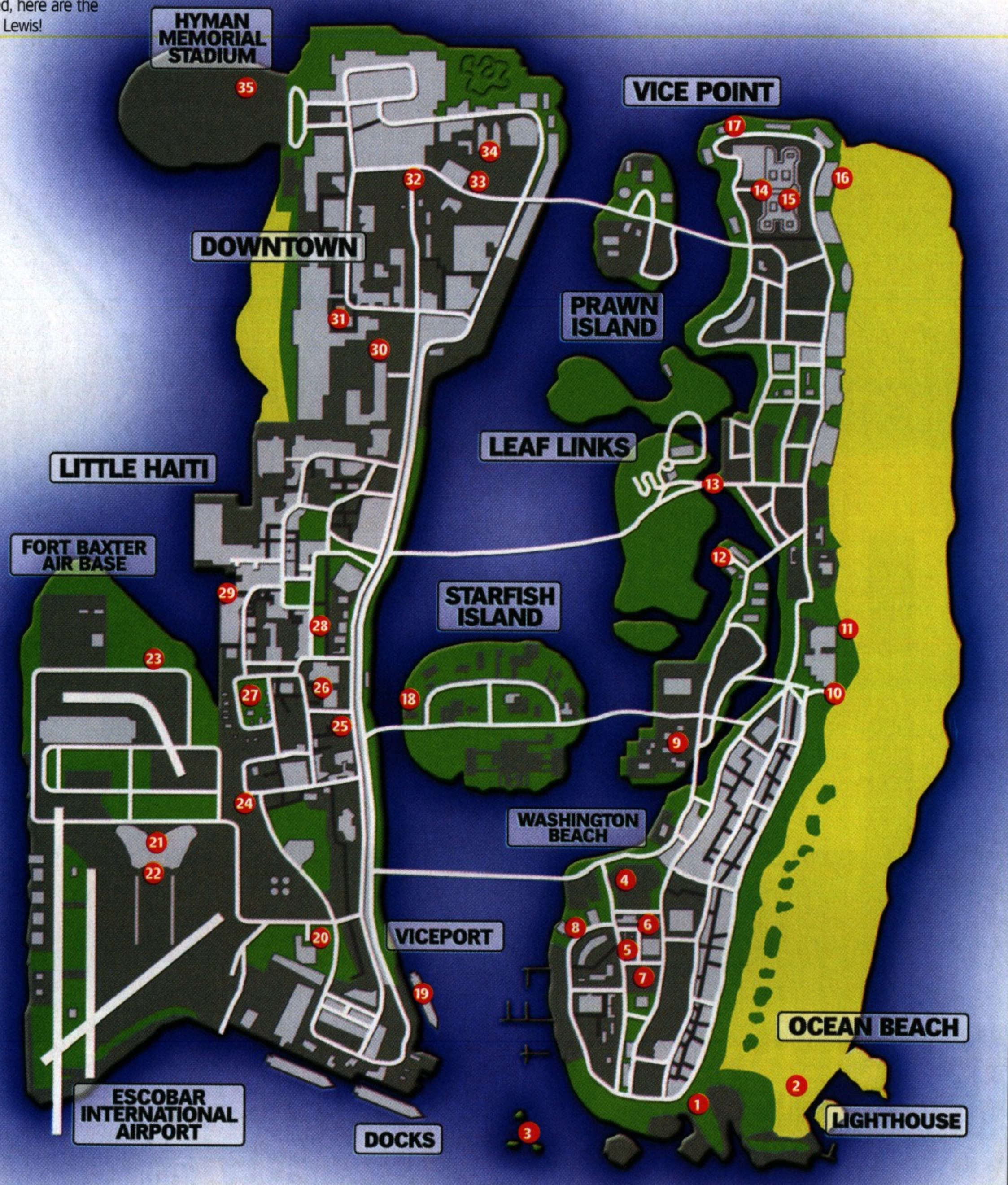
I'M STUCK ON GTA

MY QUESTION IS....

Q5 I CAN'T FIND ALL THE UNIQUE JUMPS OR RAMPAGES. COULD YOU PLEASE HELP.

LEWIS MCHALE VIA EMAIL

We did the Unique Jumps last issue and, as promised, here are the locations of all the Rampages. Hope that helps you, Lewis!



1) On the side of the pathway that leads to the lighthouse.
OBJECTIVE: Kill 30 Gang Members in 2 minutes with Molotov Cocktails.

2) On Ocean Beach, near the lighthouse.
OBJECTIVE: Runover and Kill 30 Gang Members in 2 Minutes.

3) On a disused docking platform in Viceport. You need either a boat or helicopter to reach it.
OBJECTIVE: Destroy 10 Vehicles in 2 Minutes with the Rocket Launcher.

4) On the top floor of the Washington Mall car park (with the spiral tower on the side).
OBJECTIVE: Kill 25 Gang Members in 2 Minutes with the Shotgun.

5) Look for the green and white, two-storey condominiums that are bordered by an L-shaped path. Head down this path from the entrance that's on the same road as the Ocean View Hospital and Washington Mall. Before you reach the corner in the path, head down the gap between the hedge on the right. The Rampage is between the last two houses on the left, behind a tree.
OBJECTIVE: Kill 10 Gang Members in 2 Minutes with a katana.

6) Opposite Rafaels clothes store is a pink wall surrounding a pink condo. Go through the open gate in the wall to find the Rampage.
OBJECTIVE: Kill 20 Gang Members in 2 Minutes with the Chainsaw.

7) Go to the top of the multi-storey car park that's next to Collar & Cuffs and drop from the ramp in the corner to the roof below, where you'll find the Rampage.
OBJECTIVE: Kill 25 Gang Members in 2 Minutes with the PSG-1.

8) On the bank next to the Ocean View Medical Foundation building.
OBJECTIVE: Kill 25 Gang Members in 2 Minutes with the M4.

9) To the left of Bunch of Tools (if you're facing it) are some steps, go up the steps and the Rampage is on the left:
OBJECTIVE: Kill 25 Gang Members in 2 Minutes with the M4.

10) By the corner of the large hotel, behind some bushes.
OBJECTIVE: Kill 30 Gang Members in 2 Minutes with the SPAS-12.

11) Behind the same hotel as Rampage 10, at the top of the diving board tower.
OBJECTIVE: Kill 10 Gang Members in 2 Minutes with the PSG-1.

12) On the roundabout at the dead end.
OBJECTIVE: Drive-by and waste 35 Gang Members in 2 Minutes with the Uzi.

13) At the end of the wooden jetty, beside the bridge linking East Island and Leaf Links.
OBJECTIVE: Kill 20 Gang Members in 2 Minutes with the Chainsaw.

14) On the second floor of the North Point Mall, outside Vinyl Countdown.
OBJECTIVE: Kill 30 Gang Members in 2 Minutes with the Rocket Launcher.

15) Outside the North Point Mall, by the east-side entrance.
OBJECTIVE: Kill 35 Gang Members in 2 Minutes with the M4.

16) On the beach, behind an orange and white building.
OBJECTIVE: Kill 25 Gang Members in 2 Minutes with the Python.

17) Behind the pale peach and white building.
OBJECTIVE: Drive-by and waste 30 Gang Members in 2 Minutes with the Uzi.

18) Find the house with the tennis court and use the bin that's against the garden wall to jump into the neighbouring garden. The Rampage behind the parked car.
OBJECTIVE: Runover and Kill 35 Gang Members in 2 Minutes.

19) Go up the southern most ramp on to the ship and the Rampage is straight ahead,.behind the pillar.
OBJECTIVE: Destroy 15 Vehicles in 2 Minutes with the RPG.

20) In the grounds of the Hooker Inn Express (the large orange building), behind the pool.
OBJECTIVE: Kill 35 Gang Members in 2 Minutes with Grenades.

21) On the roof of Escobar International Airport. To reach it, grab a PCJ and jump on to the roof using the ramp that's part of the Vice Surf sign that's opposite the airport entrance.
OBJECTIVE: Destroy 12 Vehicles in 2 Minutes with the RPG.

22) Inside Escobar International Airport, on the ground floor, at the back.
OBJECTIVE: Kill 25 Gang Members in 2 Minutes with the SPAS-12.

23) On the grass just before reaching the perimeter of Fort Baxter Air Base.
OBJECTIVE: Destroy 15 Vehicles in 2 Minutes with the Minigun.

24) On the roof of the building with the red and white awning (there are steps leading to the roof on the side of the building).
OBJECTIVE: Kill 20 Gang Members in 2 Minutes with the Ruger.

25) On the roof of a building - you need a helicopter to reach it.
OBJECTIVE: Gun Down 20 Gang Members in 2 Minutes with the Sniper Rifle.

26) Head down the alley that's beside the El Banco Corrupto Grande building – the Rampage is by the Loading Bay at the back.
OBJECTIVE: Kill 10 Gang Members in 2 Minutes with the Katana.

27) Look for the basketball courts – that's where you'll find the Rampage.
OBJECTIVE: Kill 25 Gang Members in 2 Minutes with the Shotgun.

28) Behind the row of houses that are in front of the Print Works.
OBJECTIVE: : Kill 30 Gang Members in 2 Minutes with the Tec-9.

29) Look for the alleyway beside the 'Welcome To Hell' billboard – you'll find the Rampage down there, behind some buildings.
OBJECTIVE: Kill 35 Gang Members in 2 Minutes with the SPAS-12.

30) At the back of the Moist Palms Hotel.
OBJECTIVE: Kill 30 Gang Members in 2 Minutes with the M60.

31) Down the alley that's next to the pizza restaurant.
OBJECTIVE: Drive-by and Waste 35 Gang Members in 2 Minutes with the Uzi.

32) Directly opposite Ammunation is a building with a large set of steps on the side of it – the Rampage is at the top of the steps.
OBJECTIVE: Kill 25 Gang Members in 2 Minutes with the Python.

33) At the top of the steps on the building adjacent to the VCN building.
OBJECTIVE: Kill 40 Gang Members in 2 Minutes with Molotov Cocktails.

34) In the courtyard of the V.A.J Finance building (just behind Rampage 33) is a sculpture – the Rampage is behind that.
OBJECTIVE: Kill 30 Gang Members in 2 Minutes with the Minigun.

35) To the side of the steps leading to the helipad.
OBJECTIVE: Kill 30 Gang Members in 2 Minutes with the Flamethrower.

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■ Arc: Twilight Of The Spirits ■ Cy Girls

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MEMORY CARD
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Killa Cheats!
SONY

THAT AIN'T ALL! Playable saves for Enter The Matrix, XIII, Silent Hill 3, Splinter Cell and many, many more!

***OPS2* is NOT just another games magazine!**

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and all other good newsagents

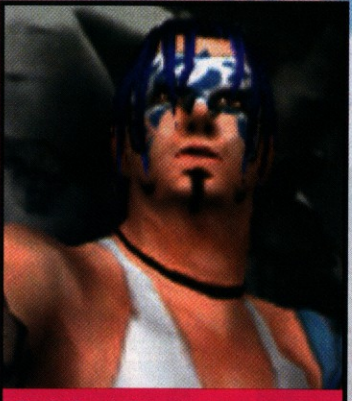
PlayStation 2
OFFICIAL MAGAZINE-UK
ISSUE 46 ON SALE 22 APRIL

TORRIE PRESENTS...

MAKE YOUR OWN... JEFF HARDY

THE HIGH-FLYING LEGEND IS BACK!

"Jeff Hardy and his brother Matt formed one of the most popular and successful tag teams in the history of the WWE. The Hardy Boyz thrilled audiences with their high-flying offence and total fearlessness. They were Tag Team champs no less than five times, and held numerous individual titles too. Jeff left the WWE to pursue a musical career, but this is your chance to reunite the brothers and recreate some of the classic matches in which they took part!"



That's 'Boyz' with a 'z': Jeff Hardy in all his body-painted glory. Messy pup.

SUGGESTED MATCHES

- **A singles match against Brock Lesnar. When Brock joined the WWE he absolutely crushed Jeff – payback time!**
- **Tornado 6-Man Tag with the Dudley Boyz and Edge & Christian**
- **TLC (Title Fatal 4-Way) with either the Dudley Boyz or Edge and Christian**
- **Hardcore single vs RVD, a la Summerslam.**

APPEARANCE

FACE

Face 14/8
Head (0,20)
Eyebrow (30,18)
Eyes (-20,-90) (-30,-24)
Nose (-40,85) (10,10)
Cheek (-10)
Mouth (-3,0) (40)
Jaw (60,10) (-30)

SKIN

Skin 8 (colour 3)

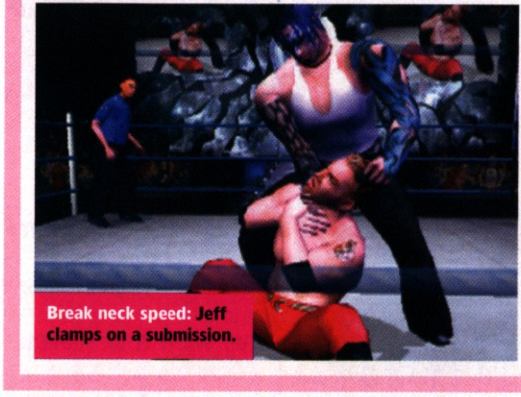
HAIR

Hair 33 (35,-10) (35)

EYEBROWS

Eyebrow 2 (-86,-30) (-19)

EYES



Break neck speed: Jeff clamps on a submission.

Eyes 45 (67,0)

FACIAL HAIR

Facial Hair 88 (-96,9)
Facial Hair 56 (-88,-25)

LIPS

Lips 47 (default)

ATTIRE

UPPER

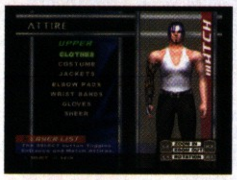
Clothes/Long Hemline 17/1/1 (12,9) (-100,100)
Gloves/Only Right/5/97 (30,10) (-100)
Wrist Bands/Only Right/7/1 (12,-100) (-100) (100) (-60)
Wrist Bands/Only Right/9/1 (12,-60) (-100) (100) (-60)

LOWER

Shoes 10/1/1 (12,-100) (-100)
Pants 8/1/16 (12,-75) (-100)

ACCESSORIES

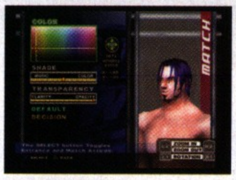
HEAD



Paint 34 (-71,35) (-100) (100)
Paint 31 (12,-25) (0) (80)
Paint 13 (-100,10) ()
Make-Up 23 (-100,9) (0) (80)

UPPER

Design/Tattoo/L Arm 5 – Press ◎ once, move it all the way up and press → six times.
Design/Tattoo/L Arm 5 – Press ◎ once, then → thirty-six times and ↓ ten times.
Design/Tattoo/L Arm 5 – Press ◎ once, ↓ forty times and ← six times
Design/Tattoo/L Arm 5 – Press ◎ once, ↓ fifty times and → twenty-seven times.



Upper Body Accessories 15 (-73,-100) (0) (100)

FIGURE

HEIGHT 6'2"

PROFILE

NAME Jeff Hardy
RINGNAME Hardy Boyz
NICKNAME Jeff

BIOGRAPHY

Gender: Male
Classification: Light Heavyweigh
Face/Heel: Face, all the way
Signboards: No Jeff specific boards, sadly. Choose Matt/Lita ones or more generic boards like Tables Ladders and Chairs in Etc.

ATTRIBUTES

Suggested starting stats:

Strength: 3
Submission: 2
Endurance: 3
Technique: 4
Speed: 7

LOGIC

Logic1: Luchador
Logic2: Grappler
Move: Clever
Irish Whip: Often
Attack The Referee: Not Usually
Weapon Use: Dislike
Diving Moves: Often
Taunt: Less Often

MOVESET

Auto Setting/Superstars/18OJH

WIN PS2 GAMES!

CHALLENGE ZONE

GET IN THE ZONE. DEFEAT THE OPPOSITION. BE THE BEST. BRAG TO YOUR MATES.

NEW! FFX-2 & BOND LEAGUES!

NEW CHALLENGES! Yep, the entries are coming in faster than ever, but we want more tapes – especially for our brand new *Final Fantasy X-2* and *Everything or Nothing* leagues. In fact, we're not wanting. We're demanding. So... this is how the whole shebang works, then. We've got five challenges for five of the biggest games on PS2. Try your hand at as many as you fancy, send 'em in and we'll see how you fair in our mini leagues – and in the ultimate Game Gods League, where it's everybody vs everybody. Just record (see 'How to Record on VHS') or take a photograph (pic of high score or time as appropriate) and send in the evidence. *Every month the best performers will win a PS2 game*. Get in here. ■

GAME #1

FINAL FANTASY X-2

NEW CHALLENGE!

CAN YOU CLAIM THE MORTAL COIL?

WHAT WE WANT YOU TO DO...
Have a go at the Gunner's Gauntlet in Besaid. We want you to score at least 1150 points, earning the Mortal Coil. ■

LEADER BOARD

1	**WE WANT YOUR SCORES!**	0000
2	**WE WANT YOUR SCORES!**	0000
3	**WE WANT YOUR SCORES!**	0000
4	**WE WANT YOUR SCORES!**	0000
5	**WE WANT YOUR SCORES!**	0000

STAR PLAYER

OLIVER PETRUCH
FROM DUKINFIELD

All those wee small hours spent on *Need For Speed: Underground* has paid dividends for Cheshire's Oliver Petruch as he clocks up this month's top time. Ten points. Eyes zonked out. Job done. *Oliver wins a copy of the pant-fillingly good* Forbidden Siren. *Get involved.*

PLAYABLE PRIZES!!!

EVERY MONTH THE BEST PERFORMERS WIN A GAME. BACK OF THE NET!

GAME #2

SSX 3

TAKE IT TO THE MAX AND SCORE MUCHOS BIG!

WHAT WE WANT YOU TO DO...
Go Uber loopy and get an absolutely mind melting score on R&B – Slopestyle, Peak 1, Freestyle Race 1. ■

LEADER BOARD

1	**MATT MARTINS**	825,103
2	**ADRIAN SLEPPINGTON**	801,412
3	**THOMAS FILLEY**	798,500
4	**RORY McLEISH**	654,282
5	**MICHAEL MURPHY**	548, 302

GAME #3

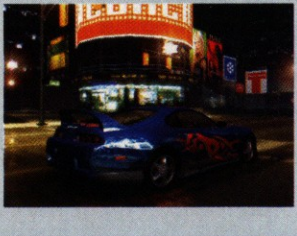
NEW CHALLENGE!

NEED FOR SPEED:

UNDERGROUND

RECKON YOU'VE GOT THE MEANEST CAR?

WHAT WE WANT YOU TO DO...
Using our time of 1:47:34 as a basis, have a two lap Quick Race on the Olympic Square Circuit on Medium. ■



LEADER BOARD

1	**OLIVER PETRUCH**	**NEW** 1:38:83 (10 PTS)
2	**BEN HATTON**	1:43:87
3	**TERRANCE MONTGOMERY**	1:48:42
4	**WE WANT YOUR SCORES!**	000,000
5	**WE WANT YOUR SCORES!**	000,000

GAME #4

EVERYTHING OR NOTHING

IS 007 THE PLATINUM SECRET AGENT?

WHAT WE WANT YOU TO DO...
How many Platinums can you nab in *James Bond Everything or Nothing*?

NEW CHALLENGE!

LEADER BOARD

1	**WE WANT YOUR SCORES!** 00
2	**WE WANT YOUR SCORES!** 00
3	**WE WANT YOUR SCORES!** 00
4	**WE WANT YOUR SCORES!** 00
5	**WE WANT YOUR SCORES!** 00

GAME #5

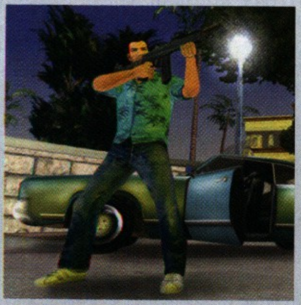
GTA: VICE CITY

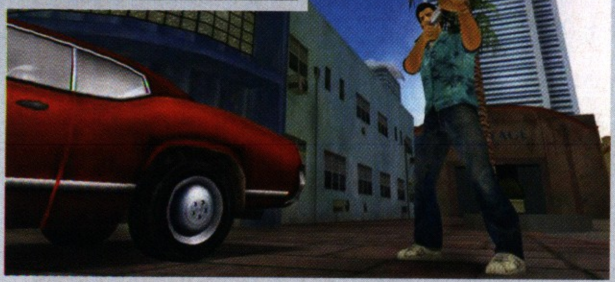
PUT THE PEDAL TO THE METAL AND BURN IT, BABY!

WHAT WE WANT YOU TO DO...
Drive from Ocean Beach Hotel to the Hyman Stadium as fast as you can. Use any car/bike, but no cheats!

LEADER BOARD

1	**CHRISTIAN OWEN** **NEW** 2'10 (10 PTS)
2	**BEN HATTON** **NEW** 2'57 (7 PTS)
3	**STEVE CASTLEFORD** 4'29
4	**GRANT MALCOLM** 4'32
5	**ROBERT SILK** 4'43





HOW TO RECORD ON VHS

Attach your PS2 lead to the PS2 and then the fat end to back of the video using either SCART (like the one above) or alternatively...

... Composite leads, like these. Select the video channel on your TV, select the right video input so you can see the PS2 picture and hit record.

DAVE BLOKE
TIMESPL

Once you've played and recorded the challenge, write your details on the vid, fill in (or photocopy) the form below, and send it into us...

Oh, and don't forget to send us a beautiful picture of yourself because we'll be showing the best performer each month and crowning them with the accolade of 'Star Player'. Imagine the kudos. It could be you...

GAME GODS

GET ENOUGH POINTS ON THE LEADERBOARD AND YOUR NAME COULD BE UP HERE TOO.

1	**ALEX READY**	**WYCOMBE**	20 POINTS
2 =	**BEN HATTON**	**CHESTERFIELD**	17 POINTS
2 =	**MATT MARTINS**	**STOKE**	17 POINTS
3 =	**OLIVER PETRUCH**	**CHESHIRE**	10 POINTS **(NEW)**
3 =	**CHRISTIAN OWEN**	**LLANELLI**	10 POINTS
3 =	**MARK WILLIAMS**	**LONDON**	10 POINTS
3 =	**GAVIN MALCOLM**	**DEVON**	10 POINTS
4 =	**S CASTLEFORD**	**CANNOCK**	9 POINTS
4 =	**ALLIE McCARTHY**	**DUNDEE**	9 POINTS
5	**D BEIZENDEUT**	**HOLLAND**	8 POINTS
6 =	**T MONTGOMERY**	**PLYMOUTH**	7 POINTS
6 =	**ROBERT SILK**	**BRISTOL**	7 POINTS
6 =	**A SLEPPINGTON**	**TAUNTON**	7 POINTS
7 =	**STEVE DAY**	**CANTERBURY**	5 POINTS
7 =	**BRYAN SALMON**	**LIVERPOOL**	5 POINTS
7 =	**THOMAS FILLEY**	**SWANSEA**	5 POINTS

HOW THE GAME GODS POINT SYSTEM WORKS

It's simple. Accumulate points on the challenge leaderboards (1, 2, 3, 4, or 5) to earn a position on the Game Gods league table. Points are dished out according to achieved positions on the challenge leaderboards like so: 1st = 10pts • 2nd = 7pts • 3rd = 5pts • 4th = 4pts • 5th =3pts • Players that miss out on a leaderboard ranking are still awarded a single point, so you'll still have a chance of appearing in the Game Gods league table. So, are you a Game God or a Game Dog...?

DEAL ME IN – I'M UP FOR THE CHALLENGE!

(AND, IF I'M BEING HONEST, I QUITE FANCY WINNING A FREE PS2 GAME TOO...)

Name ______________________

Address ______________________

The game you've nailed ______________________

Your achievment (points/time/score) ______________________

REMEMBER! *Don't forget to send us a photograph of yourself!*

SEND THIS FORM TO: Challenge Zone, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW

Seen this...?

#6

STUFF YOU SHOULD HAVE DONE IN...

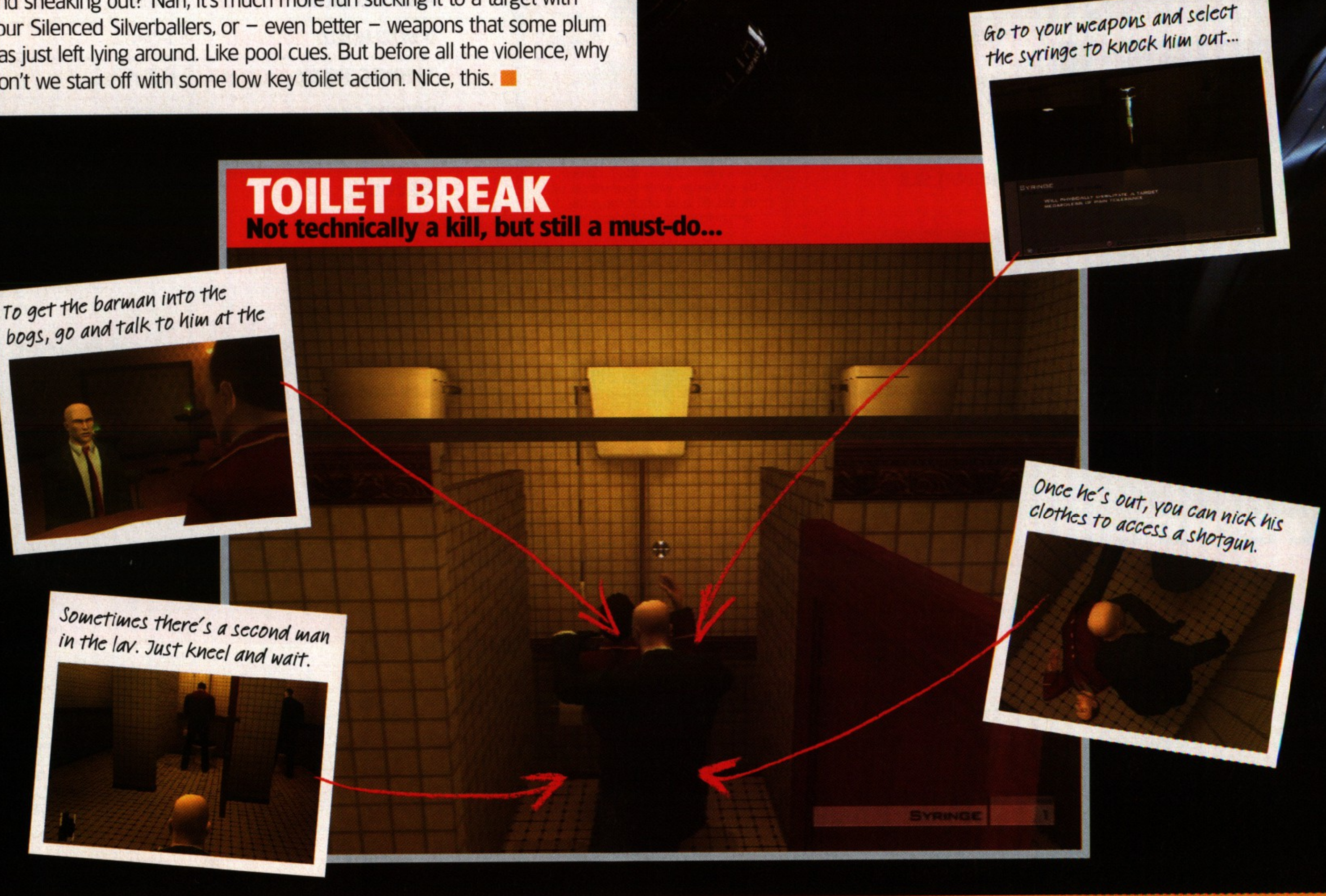
HITMAN CONTRACTS

THINK LIKE A HITMAN. MOVE LIKE A HITMAN. KILL LIKE A HITMAN.

Of course, you don't have to kill anything in *Hitman Contracts*. You can go through the whole game without giving it good-style to a blobby-bellied English toff while he's lying in bed with his missus. But where's the fun in sneaking in and sneaking out? Nah, it's much more fun sticking it to a target with your Silenced Silverballers, or – even better – weapons that some plum has just left lying around. Like pool cues. But before all the violence, why don't we start off with some low key toilet action. Nice, this. ■

TOILET BREAK

Not technically a kill, but still a must-do...

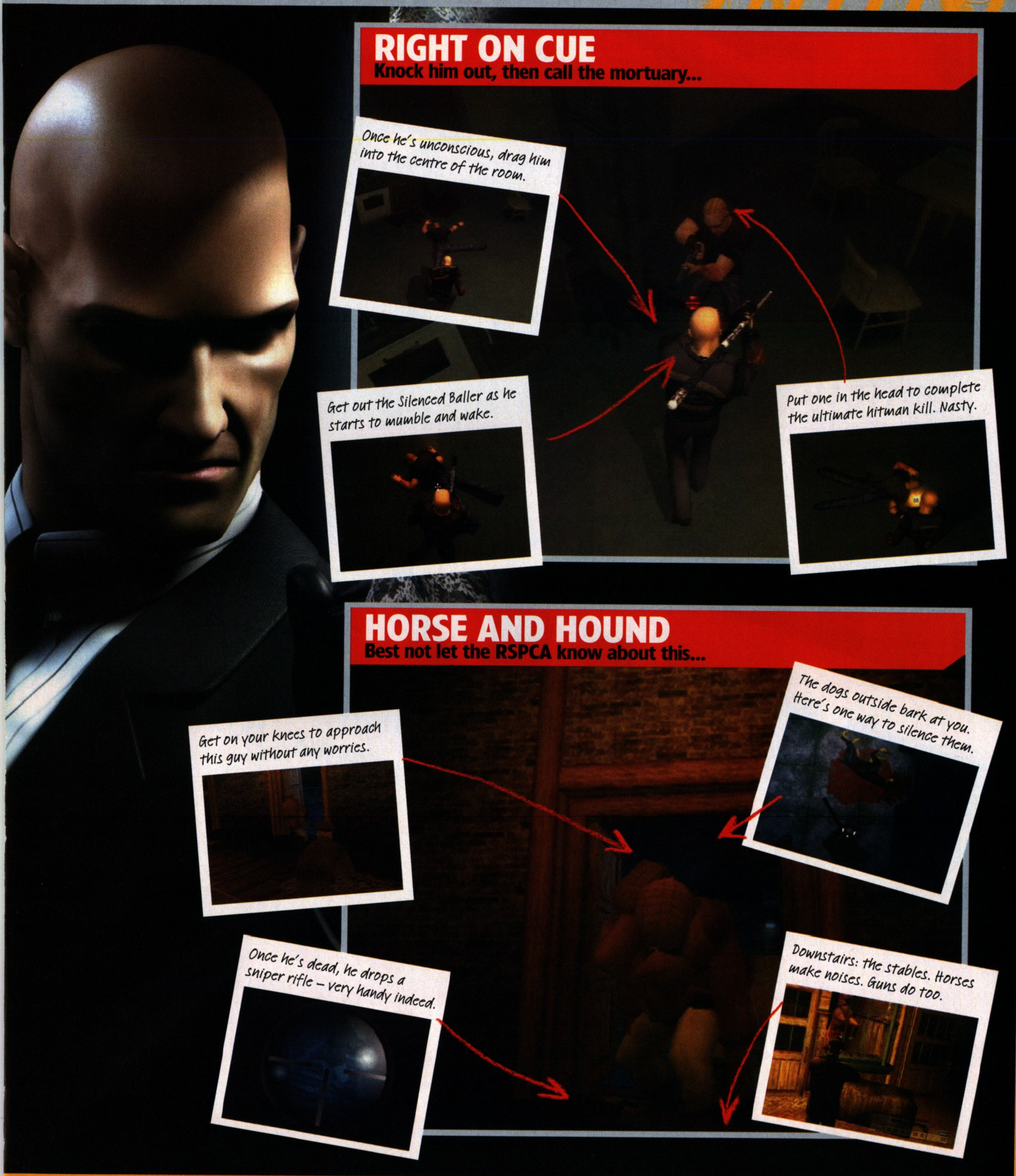


To get the barman into the bogs, go and talk to him at the

Go to your weapons and select the syringe to knock him out...

Sometimes there's a second man in the lav. Just kneel and wait.

Once he's out, you can nick his clothes to access a shotgun.



RIGHT ON CUE

Knock him out, then call the mortuary...

Once he's unconscious, drag him into the centre of the room.

Get out the Silenced Baller as he starts to mumble and wake.

Put one in the head to complete the ultimate hitman kill. Nasty.

HORSE AND HOUND

Best not let the RSPCA know about this...

Get on your knees to approach this guy without any worries.

The dogs outside bark at you. Here's one way to silence them.

Once he's dead, he drops a sniper rifle – very handy indeed.

Downstairs: the stables. Horses make noises. Guns do too.

NEXT MONTH

THE NO.1 TIPS AND CHEATS MAGAZINE FOR PS2

PLUS THE SUFFERING, TRANSFORMERS AND MORE FFX-2 AND BOND!

DRIV3R

Done for. Kaput. Solved. Squeezed. Beaten. Bashed. Finished.

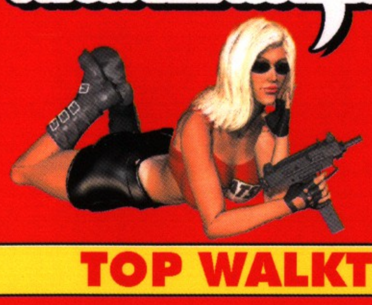
**BE NUMBER ONE.
IN 28 DAYS.**

CHEATZONE

ISSUE 7 ON SALE **WEDNESDAY 2ND JUNE**

ALL CONTENTS ARE SUBJECT TO VIOLENT AND BLOODY CHANGE.

CALL ME 24/7, I'VE GOT WHAT YOU NEED!



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Buffy 2: Chaos Bleeds
Championship Manager '02
Crash B'coot: Wr. of Cortex
Deus Ex: Invisible War
FIFA 2004
Futurama
Grand Theft Auto 3
Grand Theft Auto: Vice City
Halo
Hitman 2: Silent Assassin
Indiana Jones: Emp.'s Tomb
James Bond: E. or Nothing
LMA Manager 2004
Mace Griffin: Bounty Hunter
Marvel vs Capcom 2
Max Payne
Medal of Honor Frontline
Need for Speed Undergr'nd
Operation Flashpoint*
Pirates of the Caribbean
Project Gotham Racing 2
Rainbow Six 3
Simpsons: Hit & Run
Sonic Heroes
Splinter Cell
Splinter Cell 2 Pandora T.
Tenchu: Ret. from Darkness
Total Club Manager 2004
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Buffy 2: Chaos Bleeds
Eternal Darkness
James Bond: E. or Nothing
Lord of the Rings: F. of Ring
Mario Kart: Double Dash
Metroid Prime
Pikmin
Rebel Strike, R. Squadron 3
Resident Evil
Resident Evil 3: Nemesis
Resident Evil Zero
Sims: Bustin' Out
Sonic Adventure 2 Battle
Sonic Heroes
Splinter Cell
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
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WWE Wrestlemania X8
Zelda: Ocarina of Time
Zelda: The Wind Waker
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Dracula Resurrection
Driver 2
Fear Effect: Retro Helix
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LMA Manager 2002
Parasite Eve 2
Silent Hill
Tomb Raider 3
Yu-Gi-Oh! Forbidden M.
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A = 01
Ace Combat 4: Shat. Skies
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Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson's P. Manager
Alias*
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armoured Core 2
Armoured Core 3
Army Men RTS
Atlantis 3: New World
ATV Off-Road Fury 2
Auto Modellista
B = 02
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
Bionicle
Blade 2
BloodRayne
Bloody Roar 4
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims
C = 03
Castlevania: L.of Innocence
Celebrity Deathmatch
Champions of Norrath
Chaos Bleeds
Chaos Legion
Circus Maximus
Clock Tower 3
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
D = 04
Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Downhill Domination
Dr Seuss' The Cat in the Hat
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
Dredd vs Death
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4
E = 05
Ecco the Dolphin
Eighteen Wheeler
Emotion Type-S, Driving
Emperor's Tomb
End Game
Enter the Matrix
Escape from Monkey Island
Everquest Online Adventure
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Extermination
Extreme G Racing Associat.
Extreme G3
Eye Toy: Groove
Eye Toy: Play
F = 06
Fallout:Brotherhood of Steel
Fellowship of the Ring
FIFA 2001
FIFA 2003
FIFA 2004
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forbidden Siren
Forever Kingdom
Formula 1 2001
Formula 1 2002
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle Metal X
Futurama
G = 07
G1 Jockey
Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Ghost Recon: Jungle Storm
Gladiator: S. of Vengeance
Gladius
Gran Turismo 3
Gran Turismo 4: Pro. Ed.*
Gran Turismo Concept
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
Gumball 3000
H = 08
Hack (Dot)
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption*
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts*
Hulk
Hunter: Reckoning Wayward
I = 09
In Cold Blood
Indiana Jones: Emp.'s Tomb
Indycar Series
I-Ninja
Inter. Superstar Soccer 3
J = 10
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Star Fighter
Jekyll & Hyde
Jet Li's Rise to Honor
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 11
Kelly Slater's Pro Surfer
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
Knockout Kings 2002
L = 12
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
M = 13
Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Mission Impossible:O.Surma
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
MTX Mototrax
Mummy Returns
MX 2002
MX Rider
MX Superfly
MX Unleashed
N = 14
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL Street
NHL 2003
NHL 2004
Nightfire
Nightshade
No One Lives Forever
O = 15
Onimusha Blade Warriors
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
007: Everything or Nothing
Operation Winback
Operative, N.O.L.F.
P = 16
Pac-Man World 2
Penny Racers
Pitfall Harry
Player Manager 2001
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Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2
Q = 17
Quest for DragonBone Staff
R = 18
Racer Revenge
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
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Red Faction 2
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Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Ricky Carmichael's MX 2002
Riding Spirits
Rise to Honor
Risk: Global Domination
Roadkill
Robot Wars
Rocket Power Beach Bandits
Rocky
Rogue Ops
Rom. of Three Kingdoms 8
RTX Red Rock
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure
S = 19
S'bob S'pants: Bikini Bottom
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Shadow Hearts
Shadow of Memories
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Silent Hill 2
Silent Hill 3
Silent Scope 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spiderman The Movie
Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Starsky & Hutch
State of Emergency
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
T = 20
Tak and the Power of Juju
Teenage Mut. Ninja Turtles
Tekken 4
Tenchu: Wrath of Heaven
Tennis 2K2
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Bouncer
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2003
This is Football 2004
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Splinter Cell
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Ty the Tasmanian Tiger
U = 21
Urban Freestyle Soccer
V = 22
Vampire Apocalypse
Vampire Night
Velocity X, Hot Wheels
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3
W = 23
Wakeboarding Unleashed
Wangan Midnight
War of the Monsters
War on Terror
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Wetrix 2
Whiplash
Whirl Tour
White Out
Wild Arms 3
Winback
Winning Eleven 6
Winter Games: Snowboard.
Winter Sports 2002
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Cup 2002
World Racing, Merc. Benz
World Rally Champ.2 Extr.
World Rally Championship 3
World War2:Prisoner of War
Worms 3D
Worms Blast
Wrath of Cortex
Wrath of Heaven
Wrath Unleashed
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 3: J.B.I.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP
X = 24
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Y = 25
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Rose
Z = 26
Zone of Enders: 2nd Runn
Zorro, Shadow of
0-9 = 27
007 Agent Under Fire
007 Everything or Nothin
007 Nightfire
13 (XIII)
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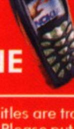

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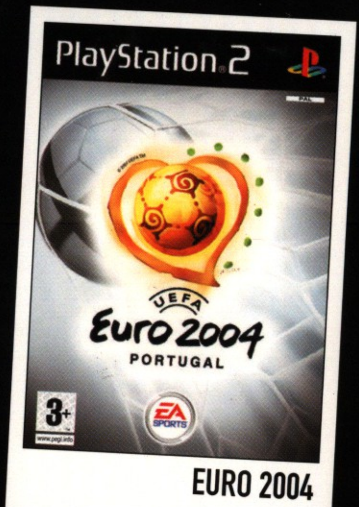

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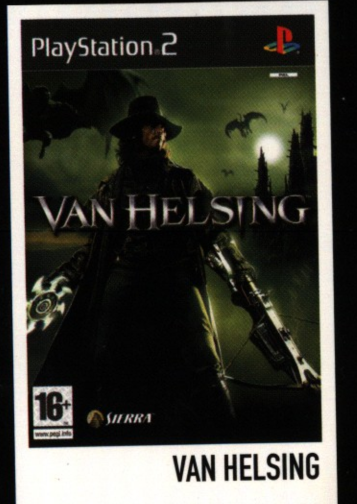

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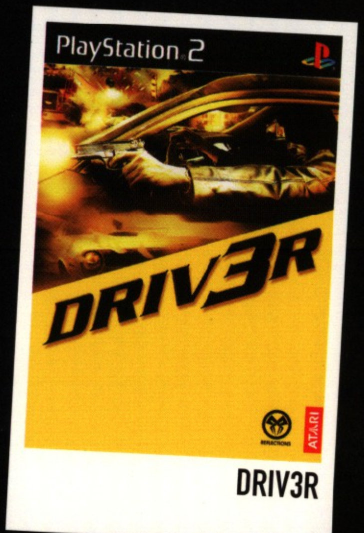

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